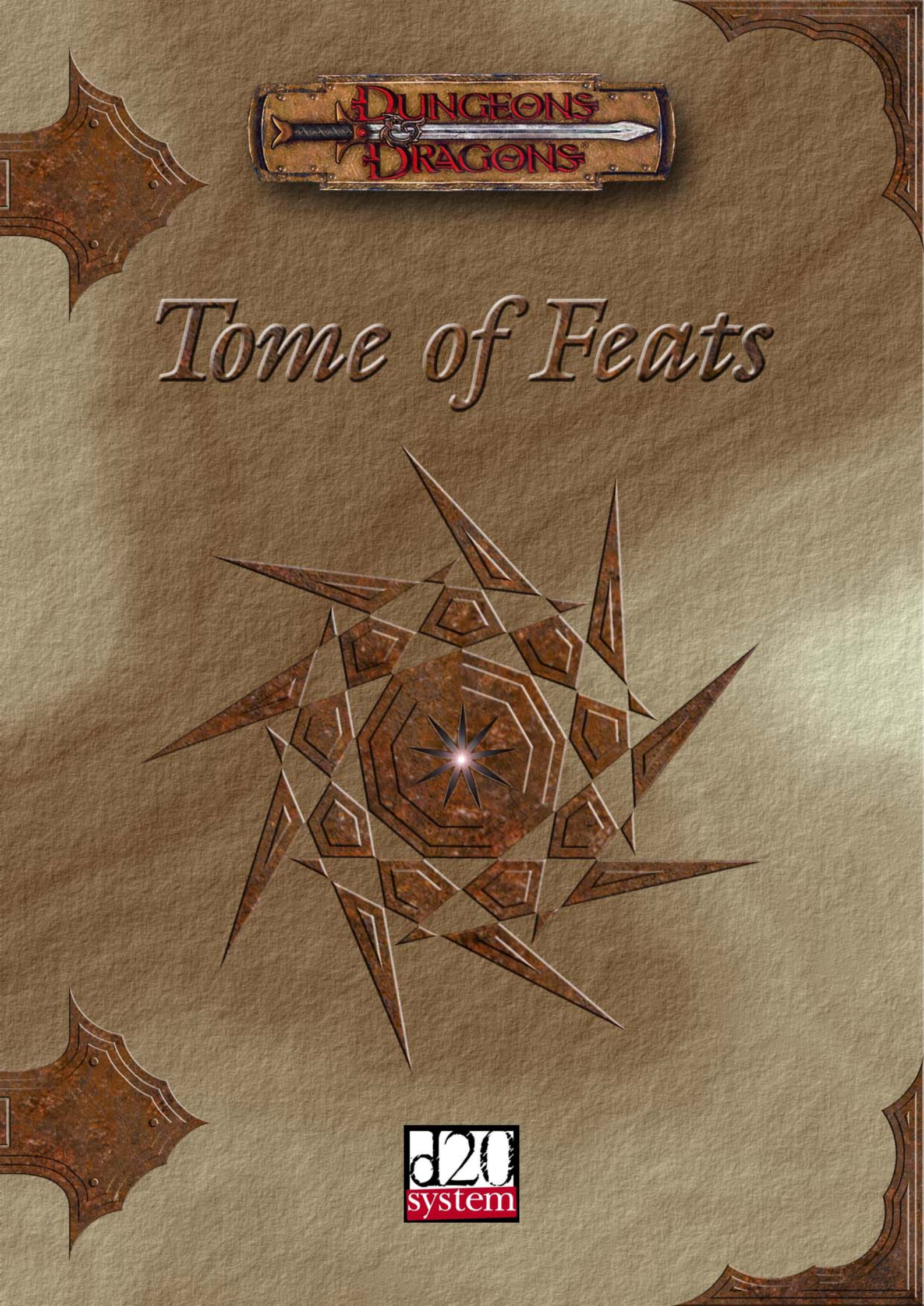
DUNGEONS & DRAGONS
Tome of Feats
d20 system

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Introdution

Hello!

Welcome to the Tome of Feats!

This tome is the dream come true of a few dungeon masters and players of Dungeons & Dragons. We wished to offer to our fellow companions of hobby a good quality "web enhancement" for your campaign. Here, you will find all the feats of the official books (well, those who we could get our claws upon!). We are not, by all means, challenging Wizard of the Coast or trying to replace the books we used to write this down. Far from it! Those books offer tons of material useful for your campaign. These feats are just a small fraction of what you will find there. If you really liked some feat here, go to the nearest hobby store and try the book. You will be most rewarded!

More information about Wizards of the Coast products and releases, please go to the www.wizards.com/dnd.

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Feat Descriptions

A feat is a special feature that either gives your character a new capability or improves one he or she already has.

Unlike a skill, a feat has no ranks. A character either has the feat or does not.

Here is the format for feat descriptions.

FEAT NAME [Type of feat]
Source: Origin of feat

Prerequisites: Some feats have prerequisites. A character must have the listed ability score, feat, skill, or base attack bonus in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite.

A character can't use a feat if the character has lost a prerequisite.

Description of what the feat does or represents in plain language.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack, a skill, or a level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character to do.

Normal: What a character that does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat.

ACROBATIC [General]
Source: Song and Silence

You have excellent body awareness and coordination.

Benefit: you get a +2 bonus on all Jump and Tumble checks.

AGILE LIMBS [General]
Source: Monte Cook Page

You are limber and dexterous, allowing you to move gracefully.

Benefit: You gain a +2 to Balance and Move Silently.

ALERTNESS [General]
Source: Player's Handbook

You have finely tuned senses.

Benefit: You get a +2 bonus on all Listen checks and Spot checks.

Special: The master of a familiar gains the Alertness feat whenever the familiar is within arm's reach.

ALLURING [General]
Source: Song and Silence

Others have an inexplicable urge to believe your every word.

Prerequisites: persuasive, Trustworthy.

Benefit: You get a +2 bonus on Diplomacy checks and add +2 to the save DCs of all your mind-affecting, language-dependent spells.

AMBIDEXTERITY [General]
Source: Player's Handbook

You are equally adept at using either hand.

Prerequisite: Dexterity 15+.

Benefit: You ignore all penalties for using an off hand. You are neither left-handed nor right-handed.

Normal: Without this feat, a character who uses his or her off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks. For example, a right-handed character wielding a weapon with her left hand suffers a -4 penalty to attack rolls with that weapon.

Special: This feat helps offset the penalty for fighting with two weapons.

A ranger wearing light armor or no armor can fight with two weapons as if he had the feats Ambidexterity and Two-Weapon Fighting.

ARCANE DEFENSE [General]
Source: Tome and Blood

Choose a school of magic, such as Illusion. You can resist spells from that school better than normal.

Prerequisites: Spell Focus in the school chosen.

Benefits: Add +2 to your saving throws against spells of the chosen school.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

ARCANE PREPARATION [General]
Source: Tome and Blood

You can prepare an arcane spell ahead of time as a wizard does.

Prerequisites: You must be able to cast spells as a bard or sorcerer before you can take this feat.

Benefits: Each day, you are able to prepare one or more spells as a wizard does. If you are a sorcerer or a bard, this means that you can prepare a spell with a metamagic feat ahead of time, instead of casting it as a full-round action.

The prepared spell remains in your mind and occupies one of your spell slots until you cast it or change it. A prepared spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

ARCANE SCHOOLING [General]
Source: Forgotten Realms Campaign Setting

In your homeland, all who show some skill at the Art may receive training as a wielder of magic. Many characters know something of the ways of the bard, the sorcerer, or the wizard.

Regions: Chessenta, Halruaa, Lantan, Mulhorand, Unther.

Benefit: Choose one arcane spellcasting class. This class is a favored class for you in addition to any favored class you select. For example, a multiclassed human fighter/rogue could add levels of wizard without incurring any experience penalty of multiclassing in three classes.

Special: You may only take this feat as a 1st level character.

ARMOR PROFICIENCY (HEAVY) [General]
Source: Player's Handbook

You are proficient with heavy armor.

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Fighters, paladins, and clerics have this feat for free.

ARMOR PROFICIENCY (LIGHT) [General]
Source: Player's Handbook

You are proficient with light armor.

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.

Normal: A character who is wearing armor with which she is not proficient suffers its armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: All classes except wizards, sorcerers, and monks have this feat for free.

ARMOR PROFICIENCY (MEDIUM) [General]
Source: Player's Handbook

You are proficient with medium armor.

Prerequisite: Armor Proficiency (light)

Benefit: See Armor Proficiency (light).

Normal: See Armor Proficiency (light).

Special: Fighters, barbarians, paladins, rangers, clerics, druids, and bards have this feat for free. Wizards, sorcerers, rogues, and monks do not.

ART OF FASCINATION [Ancestor]
Source: Oriental Adventures

You claim descent from Kakita Wayozu, the first female Mistress of the Kakita Academy, whose art was so great it is said that she helped create an alternate world.

Clan: Crane.

Benefit: You can *fascinate* a single creature with your music or poetics. You make a Perform check, and the target can negate the effect with a Will saving throw equal to or greater than your check result. If the saving throw succeeds, you cannot attempt to *fascinate* that creature again for 24 hours. If the saving throw fails, the creature sits quietly and listens to the song for up to 1 round per level you possess. While *fascinated*, the target's Spot and Listen checks suffer a -4 penalty. Any potential threat allows the *fascinated* creature a second saving throw against a new Perform check result. Any obvious threat automatically breaks the effect. You must concentrate, as if casting or maintaining a spell. This is a spell-like, mind-affecting charm ability.

ARTERIAL STRIKE [General]
Source: Song and Silence

Your sneak attacks target blood vessels, leaving wounds that cause massive blood loss.

Prerequisites: Base attack bonus +4, sneak attack ability.

Benefit: If you hit with a sneak attack, you may choose to forgo +1d6 points of extra sneak attack damage to deliver a wound that won't stop bleeding. Each wound so inflicted does an additional 1 point of damage per round. Wounds from multiple arterial strike result in cumulative blood loss - that is, two successful arterial strikes do an additional 2 points of damage per round. Blood loss, whether from one such wound or several, stops when the victim receives one successful Heal check, any cure spell, or any other form of magical healing. Creatures not subject to sneak attacks are immune to this effect.

Sohei

ARTIST [General]
Source: Forgotten Realms Campaign Setting

You come from a culture in which the arts, philosophy, and music have a prominent place in society.

Regions: Chessenta, Evermeet, Waterdeep, and rock gnome.

Benefit: You gain a +2 bonus on all Perform checks and to one Craft skill that involves art (your choice) such as calligraphy, painting, sculpture, or weaving.

ARTIST [Ancestor]
Source: Oriental Adventures

You claim descent from Doji, the founder of the Crane household, known as a creator of cultutre and civilization.

Clan: Crane.

Benefit: You get a +2 to all Perform checks and on checks for one Craft skill that involves art (such as calligraphy, origami, painting, or sculpture).

ATHLETIC [General]
Source: Song and Silence

You're physically fit and adept at outdoor sports.

Benefit: You get a +2 bonus on Climb and Swim checks.

ATHLETICISM [General]
Source: Monte Cook Page

You use your physique and agility to their utmost.

Benefit: You gain a +2 bonus to Climb and Jump checks.

ATTENTION TO DETAIL [Ancestor]
Source: Oriental Adventures

You are descended from Akodo's advisor Ikoma - a historian, judge, and storyteller.

Clan: Lion.

Benefit: You gain a +2 bonus on Sense Motive and Spot checks.

ATTUNE GEM [Item Creation]
Source: Magic of Faerûn

You can magically imbue gems to hold a spell until triggered.

Prerequisite: Intelligence 13+, Craft (gemcutting) skill, arcane spellcaster level 3rd+.

Benefit: You can store an arcane spell in a gem. You must have the spell available to cast (prepared if you must prepare spells; known otherwise) and must provide any material components or focuses the spell requires. If casting the spell would reduce your XP total, you pay the cost upon beginning the attunement in addition to the XP cost for making the attuned gem itself. Likewise, material components are consumed when you begin casting, but focuses are not (a focus used in attuning a gem can be reused). The caster level of the spell must be sufficient to cast the spell in question and no higher than your caster level.

A gem can only be attuned with a single spell. The gem must have a minimum value equal to 50gp per level of the spell to be stored. The base price of an attuned gem (not including the gem's inherent value) is equal to 50gp per spell level times the caster level. You must spend 1/25 of the base price in XP and use up raw materials costing half this base price. Attunemet requires 1 hour plus the spell's normal casting time. The magic gem's market price equals its base price plus its inherent value as a gem.

See the Magic Gem section in Chapter 2 of Magic of Faerûn for details of attuned gems and gem magic.

AUGMENT SUMMONING [General]
Source: Tome and Blood

Your summoned creatures are better than normal.

Prerequisite: Spellcaster level 2nd+.

Benefits: Creatures you conjure with any summon spell gain +1 hit point per Hit Die and +1 competence modifier on attack and damage rolls.

BACK TO THE WALL [General]
Source: Ravenloft Campaign Setting

You are at your best when your situation is at its worst. The minions of evil may overwhelm you, but the gods be damned if you don't take a few of them down with you.

Prerequisite: Base attack bonus +2.

Benefit: You gain a +2 bonus to attack rolls and Armor Class when you are at one quarter or less of your maximum hit points.

BLIND-FIGHT [General]
Source: Player's Handbook

You know how to fight in melee without being able to see your foes.

Benefit: In melee, every time you miss because of concealment, you can reroll the miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no bonus to hit you in melee. That is, you don't lose your positive Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus. The invisible attacker's bonuses do still apply for ranged attacks, however.

You suffer only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters of normal, instead of one-half.

Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, as does the speed reduction for darkness and poor visibility.

Special: The Blind-Fight feat is of no use against a character that is the subject of a *blink* spell.

BLINDSIGHT, 5-FOOT RADIUS [General]
Source: Sword and Fist

You sense opponents in the darkness.

Prerequisites: Base attack bonus +4, Blind-fight, Wisdom 19+.

Benefits: Using senses such as acute hearing and sensitivity to vibrations, you detect the location of opponents who are no more than 5 feet away from you. *Invisibility* and *Darkness* are irrelevant, thought you cannot discern noncorporeal beings. Except for the decreased range, this feat is identical with the exceptional ability blindsight defined in the Monster Manual.

BLOOD SORCERER [Ancestor]
Source: Oriental Adventures

You are descended from Yogo, the Scorpion shugenja who was the first guardian of the Black Scrolls of Fu Leng.

Clan: Scorpion.

Benefit: Add +3 to the Difficulty Class of all maho-tsukai spells you cast. However, you also add +3 to the DC for the Fortitude save you must make to avoid accumulating Taint when you cast maho spells.

This feat is only available if the maho-tsukai prestige class, described in Chapter 12: The Shadowlands, is available.

BLOODED [General]
Source: Forgotten Realms Campaign Setting

You know what it means to fight for your life, and the value of quick wits and quicker reactions when blades are bared and deadly spells chanted. Enemies find it difficulty to catch you off guard.

Regions: Dalelands, Nelanther Isles, Sembia, Silverymoon, Tethyr, and Vaasa.

Benefit: You get a +2 bonus on Initiative and a +2 bonus on all Spot checks.

BLOODLINE OF FIRE [General]
Source: Forgotten Realms Campaign Setting

You are descended from the efreet who ruled Calimsham for two millennia. The blood of these fire-spirits runs thick in your veins.

Region: Calimsham.

Benefit: You receive a +4 bonus on saving throws against fire effects. You also add +2 to the DC of saving throws for any sorcerer spells with fire descriptor that you cast. This benefit stacks with the Spell Focus feat if the spell you cast is from your chosen school.

Special: You may only take this feat as a 1st level character.

BODY FUEL [Psionic]
Source: Psionics Handbook

You can expand your power point total at the expense of your health.

Prerequisite: Inner Strength, Talented.

Benefit: You can "burn" ability points as power points on the basis of 1 power point per 2 ability score points burned. Burning ability points for power points is a free action: you could burn more than 2 ability score points to gain several power points per free action. Treat reduced ability scores as temporary ability damage.

BORN DUELIST [Ancestor]
Source: Oriental Adventures

You claim descent from Mirumoto, one of the first two samurais to join Togashi in his meditative retreat.

Clan: Dragon.

Benefit: If you adopt the Mirumoto niten master prestige class, you gain an additional +1 AC bonus from the use of the niten technique.

This feat is only available if the Mirumoto niten master prestige class, described in Chapter 11: The Empire of Rokugan, is available.

BREW POTION [Item Creation]
Source: Player's Handbook

You can create potions, which carry spells within themselves.

Prerequisite: Spellcaster level 3rd+.

Benefit: You can create a potion of any spell of 3rd level or lower that you know and that targets a creature or creatures. Brewing a potion takes 1 day. When you create a potion, you set the caster level. The caster level must be sufficient to cast the spell in question and no higher than your own level. The base price of a potion is its spell level multiplied by its caster level multiplied by 50 gp. To brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing half this base price.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.

BULLHEADED [General]

Source: Forgotten Realms Campaign Setting

The stubbornness and determination of your kind is legendary. You are exceptionally headstrong and difficult to sway from your intended course.

Regions: Damara, Dragon Coast, the Great Dale, Moonshaes, Narfell, Nelanther Isles, Rashemen, Vaasa, Western Heartlands, gold dwarf, gray dwarf, shield dwarf.

Benefit: You receive a +1 bonus on Will saves and a +2 bonus on Intimidate checks.

CHAIN SPELL [Metamagic]

Source: Tome and Blood

You can cast spells that arc to other targets in addition to the primary target.

Prerequisite: Any other metamagic feat.

Benefits: You can chain any spell that specifies a single target and has a range greater than touch. The chained spell affects that target (the primary target) normally, then arcs to a number of secondary targets equal to your caster level. Each arc affects one secondary target. You choose the secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be affected more than once. You can affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as many dice of damage as the primary target (rounded down) and can attempt Reflex saving throws for half of the secondary damage. For spells that do not deal points of damage, the save DCs against arcing effects is reduced by 4. For example, a 10th-level wizard casts a chained cause fear on a nearby goblin and can specify up to ten secondary targets. The goblin, as primary target, must save a Will save against DC 14, while those affected by the secondary arcs save against DC 10.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

CHARIOT ARCHERY [General]

Source: Sword and Fist

You are skilled at using ranged weapons from a chariot.

Prerequisites: Chariot Combat, Handle Animal skill.

Benefits: The penalty you suffer when using ranged weapon from the chariot is halved: -2 rather than -4 if your chariot is taking a double move, and -4 instead of -8 if your mounts are running.

CHARIOT CHARGE [General]

Source: Sword and Fist

You are skilled at charging with your chariot.

Prerequisites: Chariot Combat, Chariot Sideswipe, and Handle Animal skill.

Benefits: When aboard a chariot and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance or longspear).

CHARIOT COMBAT [General]

Source: Sword and Fist

You are skilled in chariot combat.

Prerequisite: Handle Animal skill.

Benefits: Once per round when either of your steeds is hit, you may make a Handle Animal check to negate the hit. The hit is negated if your Handle Animal check is greater than the attack roll (the skill, if better, becomes the AC)

CHARIOT SIDESWIPE [General]

Source: Sword and Fist

You are skilled at using your chariot's scythe blades against foes.

Prerequisites: Chariot Combat, Handle Animal skill.

Benefits: With a charge action, you may maneuver your chariot close to a foe, attack, sideswipe with the chariot's scythes (assuming it has any), and move away again. You must continue the straight line of the charge with your movement, and your total movement in the round cannot exceed double the chariot's speed. Neither you nor your steeds provoke an attack of opportunity from the opponent you are sideswiping.

CHARIOT TRAMPLE [General]

Source: Sword and Fist

You are trained in using your chariot to knock down opponents.

Prerequisites: Chariot Combat, Handle Animal skill.

Benefits: When you attempt to overrun an opponent with your chariot, the target may not choose to avoid you. If you knock down the target, your steeds each may make one hoof attack against the opponent, gaining the standard +4 bonus on attack rolls against prone targets. The wheels of the chariot do further 2d6 points of damage automatically, but you must succeed in Handle Animal check (DC varies depending on the size of the opponents) or upend the chariot.

CHARLATAN [General]

Source: Song and Silence

You're adept at fooling people. You know how to tell them just what they want to hear.

Benefit: You get a +2 bonus on Bluff and Disguise checks.

CHINK IN THE ARMOR [General]

Source: Song and Silence

You are an expert at slipping a weapon between armor plates or into seams.

Prerequisite: Expertise.

Benefit: If you take a standard action to study an opponent, you can ignore half of his or her armor bonus (rounded down) during your next single attack. Only bonuses from actual armor (including natural armor) are halved, not those from shields, enhancement bonuses to armor, or magic items that provides an armor bonus.

CHOKE HOLD [General]
Source: Oriental Adventures
You have learned the correct way to apply pressure to render an opponent unconscious.

Prerequisites: Improved Unarmed Strike, Improved Grapple, Stunning Fist.

Benefit: If you pin your opponent while grappling and maintain the pin for 1 full round, at the end of the round your opponent must make a Fortitude saving throw (DC 10 + 1/2 your level + your Wisdom modifier). If the saving throw fails, your opponent falls unconscious for 1d3 rounds.

CIRCLE KICK [General]
Source: Sword and Fist
You kick multiple opponents with the same attack action.

Prerequisites: Base attack bonus +3, Improved Unarmed Strike, Dexterity 15+.

Benefits: A successful unarmed attack roll allows you to make a second attack roll against different opponent that is within the area that you threaten. This feat requires the full action.

CLEAVE [General]
Source: Player's Handbook
You can follow though with powerful blows.

Prerequisites: Strength 13+, Power Attack.

Benefit: If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points, killing it, etc.), you get an immediate, extra melee attack against another creature in the immediate vicinity. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

CLOSE-QUARTERS FIGHTING [General]
Source: Sword and Fist
You are skilled at fighting at close range and resisting grapple attacks.

Prerequisite: Base attack bonus +3.

Benefits: When an enemy attempts to grapple you, any damage you inflict with a successful attack of opportunity provoked by the grapple attempt is added to your ensuing grapple check to avoid being grappled. Further, you are entitled to make an attack of opportunity even if the attacking creature has the improved grab ability.

This feat doesn't provide you with additional attacks of opportunity in a round, so if you do not have an attack of opportunity available when your enemy attempts to grapple you, you do not get any benefit from this feat.

COLD ONE [General]
Source: Ravenloft Campaign Setting
You are cold and clammy to the touch.

Prerequisites: You must have lost at least one level to an energy drain attack.

Benefits: Mindless undead (those without Intelligence scores) ignore you unless you attack them first. Intelligent undead must succeed at a Wisdom check at DC 13 to realize that you are not undead. Due to your slowed metabolism, if you are ever dying (reduced to -1 to -9 hit points), you lose hit points at the rate of only 1 point every two rounds. When recovering from damage via natural healing, you recover only 1/2 hit points per character level per day of rest (round down, with 1hp/day as the minimum). This is an extraordinary quality.

COMBAT CASTING [General]
Source: Player's Handbook
You are adept at casting spells in combat.

Benefit: You get a +4 bonus to Concentration checks made to cast a spell while on the defensive.

COMBAT MANIFESTATION [Psionic]
Source: Psionics Handbook
You are adept at manifesting powers in combat.

Benefit: You get a +4 bonus on concentration checks made to manifest a power while on the defensive (see page 35 of the PsiHB). The general feat combat Casting described in the PHB is essentially the same as Combat Manifestation, and taking either one serves the same purpose, whether for casting spells or manifesting powers (unless your DM uses the Psionics Are different option described in Chapter 4 of PsiHB).

COMBAT REFLEXES [General]
Source: Player's Handbook
You can respond quickly and repeatedly to opponents who let their defenses down.

Benefit: When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity modifier. You still may only make one attack of opportunity per enemy.

You may also make attacks of opportunity while flat-footed.

Normal: A character not capable of this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use his opportunist ability more than once per round.

CONJURE MASTERY [Eldritch]
Source: Book of Eldritch Magic
You learn how to get more powerful creatures when you cast summoning spells.

Prerequisite: Spellcaster level 7th+, Cha 17+

Benefit: Creatures you summon are above average physically. They have a +2 bonus to Strength, Constitution, and Dexterity.

CONSTRUCT FAMILIAR [General]
Source: Dragon Magazine #280
Your familiar is a construct rather than a living being.

Benefit: Rather than a living creature, your familiar is a magical construct, a mechanical creature animated by magic. The arcane spellcaster must specify a specific animal to call as a familiar; the familiar that appears, however, is a construct version of that creature. See page 5 of the Monster Manual for construct special qualities. Note that you cannot convert an existing non-construct familiar to a construct familiar by taking this feat.

COOL HEAD [Ancestor]
Source: Oriental Adventures
You are descended from the great diplomat Ide, who was chosen to be the voice of Shinjo in all dealings with strangers.

Clan: Unicorn.

Benefit: You get +3 bonus on Diplomacy checks.

COOPERATIVE SPELL [Metamagic]
Source: Tome and Blood
You can cast spells to greater effect in conjunction with the same spell cast by another.

Prerequisite: Any other metamagic feat.

Benefits: You and another spellcaster with the Cooperative Spell feat can simultaneously cast the same spell (at the same time in the round). You must be adjacent to one another when casting cooperatively. Add +2 to the save DC against cooperatively cast spells and add +1 to caster level checks to beat the target's spell resistance (id any). Use the base DC and level check of the better caster. A cooperative spell uses up a spell slot of the same level as the spell's actual level.

Special: For each additional caster with this feat casting the same cooperative spell simultaneously, the spell's save DC and caster level check both increase by +1. When more than two spellcasters cooperatively cast a spell, each must be adjacent to at least two other casters.

COSMOPOLITAN [General]

Source: Forgotten Realms Campaign Setting

Your exposure to the thousands forking paths of the city has taught you things you ordinarily would never have uncovered.

Regions: Amn, Waterdeep.

Benefit: Choose a nonexclusive skill you do not have as a class skill. You gain a +2 bonus on all checks with that skill, and that skill is always considered a class skill for you.

Special: You may take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

COURAGE [General]

Source: Ravenloft Campaign Setting

You are particularly fearless in the face of danger.

Benefits: You get a +4 bonus to all Fear saves.

COURTEOUS MAGOCRACY [General]

Source: Forgotten Realms Campaign Setting

You were raised in land where mighty wizards order affairs. Where powerful spellcasters are common, cautious courtesy is the norm and everyone has an eye for magic goods.

Regions: Evermeet, Halruaa.

Benefit: You receive a +2 bonus on all Diplomacy and Spellcraft checks.

CRAFT CRYSTAL CAPACITOR [Item Creation]

Source: Psionics Handbook

You can create psionic crystal capacitors that store power points (see Chapter 7 of PsiHB for rules about crystal capacitors).

Prerequisite: Manifester level 9th+

Benefit: You can create a crystal capacitor that stores a number of power points equal to or less than your base power points for your highest manifester level. The nature of power point storage, at least in conjunction with this feat, allows a maximum of 17 power points to be stored in a single crystal capacitor. Moreover, a crystal capacitor's maximum is always an odd number. For instance, you'd never find a crystal capacitor with a maximum storage capacity of 6 power points (but you could find those that store a maximum of 5 or 7), or one that stores more than 17. Note that during use, a crystal capacitor very often contains even numbers of power points, just not when fully charged.

Crafting a crystal capacitor takes one day for each 1,000gp in its base price. The base price of a crystal capacitor is equal to the highest-level power it could manifest using all its stored power points, squared, multiplied by 1,000gp. For example, the highest-level power a crystal capacitor that stores 5 power points could be used to manifest is a 3rd-level power: 3x3x1, 000 = 9,000gp. To encode a crystal capacitor, you must expend 1/25 of this base price in XP and use up raw materials costing half of this base price.

CRAFT CRYSTAL WEAPON [Item Creation]

Source: Oriental Adventures

You can create magic weapons from Kuni crystal, which is deadly to creatures of the Shadowlands.

Prerequisites: Spellcaster level 7th+, Craft Magic Arms and Amor, Craft (Weaponsmithing) skill.

Benefit: You can forge a weapon out of Kuni crystal, if your meet the other prerequisite for doing go (*holy smite* or *jade strike* and *dayliht*). Your must first create the weapon, using the rules for the Craft skill in the *Player's Handbook* (a Kuni crystal weapon adds 400 gp to the listed weapon price and has a DC of 20) Then you must spend 1/25 of its features' total price in XP and use up raw materials costing half this total price. See Chapter 8: Magic items for details of kuni crystal weapons' cost and abilites.

Normal: Weapons and other itens made from normal crystal are not inherently dangerous to Shadowland creatures, nor do they possess any other extraordinary abilities, unless specifically augmented.

CRAFT DORJE [Item Creation]

Source: Psionics Handbook

You can create slender crystal wands called dorjes that can manifest powers when charges are expended (see Chapter 7 of PsiHB).

Prerequisite: Manifester level 5th+

Benefit: You can create a dorje of any psionic power of 4th level or lower that you know. Crafting a dorje takes one day for each 1,000gp in its base price. The base price of a dorje is its manifester level x the power level x 750gp (treat 0-level powers as one-half level). To craft a dorje, you must spend 1/25 of this base price in XP and use up raw materials costing half of this base price.

A newly created dorje has enough power points to manifest its primary power fifty times.

Any dorje that stores powers with an XP cost also carries a commensurate cost. In addition to the cost derived from the base cost, you must pay fifty times the XP cost.

CRAFT DRILBU [Item Creation]

Source: WoTC Page

You can create a drilbu, which is a long shaft of crystal that can manifest powers when charges are expended.

Prerequisite: Manifester level 5th+

Benefit: You can create a drilbu, which is an enhanced version of a dorje, of any psionic power of 9th-level and lower that you know (or can channel, if you're crystalsinger). The character needs a supply of raw materials, with the most obvious being the drilbu or pieces of the drilbu to be assembled. The crystalsinger must pay 1/25 of the base price in XP and use up raw materials costing half of the base price. To get the final price, the results can be modified by up to 20% based on the number and types of powers placed together in the same drilbu. Drilbus are always fully charged (fifty charges) when created. The base cost is as follows:

Total levels of powers x 750 gp x manifester level = base cost

If desired, a power can be placed into the drilbu at half the normal cost and power limitations, but activating that particular power costs 2 charges from the drilbu. For example, the crafter decides to add *plane shift*, a 7th-level power, to her drilbu, and she decides to halve the cost. The *plane shift* now requires 2 charges to activate, but only counts as 3.5 power levels (round down) for determining cost and power limitations. A single power can cost no more than 2 charges, and the manifester level for all powers must be the same.

A drilbu is limited to 18 total power levels and can hold up to six powers; all powers must come from the same discipline.

The crafter must know the powers to be placed into the drilbu or must have the channeling ability to use the power from another psion. If manifesting the power would reduce the crafter's XP total, she pays the cost (times fifty) upon beginning the drilbu in addition to the XP cost for making the drilbu itself. This additional XP cost is paid by the psion manifesting the power if the power is a channeled one. The powers to be placed in the drilbu must be manifested each day while creating the drilbu. This does not incur the additional XP cost; it just requires the expenditure of the power points.

Crafting a drilbu requires one day for each 1,000 gp value of the completed drilbu.

CRAFT MAGIC ARMS AND ARMOR [Item Creation]

Source: Player's Handbook

You can create magic weapons, armor, and shields.

Prerequisite: Spellcaster level 5th+.

Benefit: You can create any magic weapon, armor, or shield whose prerequisites you meet. Enhancing a weapon, suit of armor, or shield takes 1 day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must spend 1/25 of its features' total price in XP and use up raw materials costing half of this total price.

You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to enchant that item in the first place.

The weapon, armor, or shield to be enhanced must be a masterwork item that you must provide. (Its cost is not included in the above cost.)

CRAFT PSIONIC ARMS AND ARMOR [Item Creation]

Source: Psionics Handbook

You can create psionic weapons, armor, and shields (see chapter 7 of PsiHB).

Prerequisite: Manifester level 5th+.

Benefit: You can create any psionic weapon, armor, or shield whose prerequisites you meet. Enhancing a weapon, suit of armor, or shield takes one day for each 1,000gp in the price of its psionic features. To enhance a weapon, suit of armor, or shield, you must expend 1/25 of its features' total price. See Chapter 7 of PsiHB for descriptions of psionic weapons, armor, or shields, the prerequisites associated with each one, and prices of their features.

You can also mend a broken psionic weapon, suit of armor, or shield if it is one of that you could make. Doing so costs half XP, half the raw materials, and half the time it would take to empower that item in the first place.

The weapon, armor, or shield to be enhanced must be a masterwork item that you must provide (its cost is not included in the above cost).

CRAFT ROD [Item Creation]

Source: Player's Handbook

You can create magic rods, which have varied magical effects.

Prerequisite: Spellcaster level 9th+.

Benefit: You can create any rod whose prerequisites you meet. Crafting a rod takes 1 day for each 1,000 gp in its base price. To craft a rod, you must spend 1/25 of its base price in XP and use up raw materials costing half of its base price.

Some rods incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the rod's base price.

CRAFT STAFF [Item Creation]

Source: Player's Handbook

You can create magic staffs, which have multiple magical effects.

Prerequisite: Spellcaster level 12th+.

Benefit: You can create any staff whose prerequisites you meet. Crafting a staff takes 1 day for each 1,000 gp in its base price. To craft a staff, you must spend 1/25 of its base price in XP and use up raw materials costing half of its base price.

A newly created staff has 50 charges.

Some staffs incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the staff's base price.

CRAFT TALISMAN [Item Creation]

Source: Oriental Adventures

You can create magic fetishes, single-use magic items that hold spell until triggered.

Prerequisites: Intelligence 13+, appropriate Craft skill, spellcaster 1st+.

Benefit: You can create a *tsangusuri,* a one-use magic talisman, imbuing it with the power of any spell you know that is 3rd level or lower. Your must provide any material components or focuses the spell requires. If casting the spell would reduce your XP total, you pay the cost upon beginning the process in addition to the XP cost for making the talisman itself. Likewise, material components are consumed when you begin crafting, but focuses are not. (A focus used in crafting a talisman can be reused).

The talisman has a base price of the spell level x caster level x 50 gp (a 0-level spell counts as 1/2 level). Your must spend 1/25 of its base price in XP and use up raw materails costing half this base price. A talisman's market value equals its base price.

CRAFT WAND [Item Creation]

Source: Player's Handbook

You can create wands, which cast spells.

Prerequisite: Spellcaster level 5th+.

Benefit: You can create a wand of any spell of 4th level or lower that you know. Crafting a wand takes 1 day for each 1,000 gp in its base price. The base price of a wand is its caster level multiplied by the spell level multiplied by 750 gp. To craft a wand, you must spend 1/25 of this base price in XP and use up raw materials costing half of this base price.

A newly created wand has 50 charges.

Any wand that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the cost derived from the base cost, you must expend fifty copies of the material component or pay fifty times the XP cost.

CRAFT WONDROUS ITEM [Item Creation]
Source: Player's Handbook

You can create miscellaneous magic items.

Prerequisite: Spellcaster level 3rd+.

Benefit: You can create any miscellaneous magic item whose prerequisites you meet. Enchanting a miscellaneous magic item takes 1 day for each 1,000 gp in its price. To enchant a miscellaneous magic item, the spellcaster must spend 1/25 of the item's price in XP and use up raw materials costing half of this price.

You can also mend a broken miscellaneous magic item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to enchant that item in the first place.

Some wondrous items incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

CRAFT UNIVERSAL ITEM [Item Creation]
Source: Psionics Handbook

You can create miscellaneous psionic items, such as a third eyes or psychoactive skins (see Chapter 7 of PsiHB).

Prerequisite: Manifester level 3rd+.

Benefit: You can create any miscellaneous psionic item whose prerequisites you meet. Crafting a miscellaneous psionic item takes one day for each 1,000gp in its price. To empower a miscellaneous psionic item, the psionic character must spend 1/25 of the item's price in XP and use up raw materials costing half of this price.

You can also mend a broken universal item if it is one of that you could make. Doing so costs half the XP, half of the raw materials, and half the time it would take to empower that item in the first place.

Some universal items incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

CREATE PORTAL [Item Creation]
Source: Forgotten Realms Campaign Setting

You have learned the ancient craft of creating a *portal*, a permanent magic device that that instantaneously transports those who know its secrets from one locale to another. Faerûn is riddled with *portals*.

Prerequisite: Craft Wondrous Item.

Benefit: You can create any *portal* whose prerequisites you meet. Crafting a *portal* takes one day for each 1000 gp in its base price. To craft a *portal*, you must spend 1/25 of its base price in XP and use up raw materials costing half of this base price. See Chapter 2: Magic for details of *portal* creation.

Some *portals* incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the *portal*'s base price.

DASH [General]
Source: Song and Silence

You move faster than normal for your race.

Benefit: If you are wearing light armor or no armor and are carrying a light load, your speed is 5 feet faster than it normally would be.

DAYLIGHT ADAPTATION [General]
Source: Forgotten Realms Campaign Setting

Through long exile from the shadowed homelands of your kind, you have learned to endure the painful sunlight of the surface world.

Region: Drow, gray dwarf, and orc.

Benefit: If you are a type of creature that suffers circumstance penalties when exposed to bright light (such as a drow or duegar), you no longer suffer those penalties whether the light comes from natural or magical sources of illumination.

DEAD MAN WALKING [General]
Source: Ravenloft Campaign Setting

After a brush with the horrors of the night, you accept that you are living on borrowed time.

Prerequisite: You must have survived an encounter that turned against you (failed a Horror save or been reduced to -1 hit points or lower).

Benefit: Upon making a successful Fear or Horror check save, you receive a +2 bonus to all saving throws and skill checks for the duration of the encounter due to the icy calm with you face mortal danger. The recognition that everyone dies sometime can be a source of strength.

DEATH BLOW [General]
Source: Sword and Fist

You waste no time in dealing with downed foes.

Prerequisites: Base attack bonus +2, Improved Initiative.

Benefits: You can perform a coup de grace attack against a helpless defender as a standard action.

Normal: Full-round action.

DEEP IMPACT [Psionic]
Source: Psionics Handbook

You can strike your foe with a melee weapon as if making a touch attack.

Prerequisite: Strength 13+, Power Attack, Psionic Weapon, base attack bonus 3+.

Benefit: If you pay 5 power points per strike, you can resolve your melee attack with a weapon as a touch attack for purpose of assessing your foe's Armor class. You must decide Whether or not to pay the cost prior to making the melee attack. Your weapon remains "charged" for a maximum number of rounds equal to your Strength modifier +1, or until you make your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

DEFENSIVE STRIKE [General]
Source: Oriental Adventures

You can turn a strong defense into a powerful offense, This feat is called *musubi* in Rokugan.

Prerequisites: Intelligence 13+, Expertise, Dexterity 13+, Dodge.

Benefit: If an opponent attacks you and misses while you are using the total defense action, you can attack that opponent on your next turn whit a +4 bonus on your attack

roll. You gain no bonus against an opponent that does not attack your or against an opponent that does not attack your or against an opponent that attacks and does not miss.

DEFENSIVE THROW [General]
Source: Oriental Adventures

You can use your opponent's weight, strength, and momentum against her, deflecting her attack and throwing her to the ground.

Prerequisites: Dexterity 13+, Improved Unarmed Strike, Dodge, Improved Trip, Combat Reflexes.

Benefit: If the opponent you have chosen to receive your AC bonus from Dodge feat attacks you and misses, you can make an immediate improved trip attack against that opponent. This attempt counts against your allowed attacks of opportunity this round.

DEFLECT ARROWS [General]
Source: Player's Handbook

You can deflect incoming arrows, as well as crossbow bolts, spears, and other shot or thrown weapons.

Prerequisites: Dexterity 13+, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged weapon, you may make a Reflex saving throw against a DC of 20 (if the ranged weapon has a magical bonus to attack the DC increases by that amount). If you succeed, you deflect the weapon. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons can't be deflected.

Special: A monk receives this feat for free at 2nd level, even if she does not have the prerequisite Dexterity score.

DELAY POWER [Psionic]
Source: Psionics Handbook

You can manifest powers that trigger a set duration after manifestation.

Benefit: A delayed power doesn't activate until 1 to 5 rounds after you finish manifesting it. You determine the delay when manifesting the power, and it cannot be changed once set. The power activates just before your turn on the round you designate. Only area, personal and touch powers can be affected by this feat. Any decisions you would make about the power (including attack rolls, designating targets, or determining or shaping an area) are decided when the power is manifested, while any effects resolved by those affected by the power (including saving throws) are decided when the power triggers. A delayed power may be negated normally during the delay, and can be detected normally in the area or on the target with powers that can detect psionic effects. A delayed power costs a number of power points equal to its standard cost +6.

DELAY SPELL [Metamagic]
Source: Tome and Blood, Dragon Magazine #275

You can cast spells that take effect after a short delay of your choosing.

Prerequisite: Any other metamagic feat.

Benefits: A delayed spell doesn't activate until 1 to 5 rounds after you finish casting it. You determine the delay when casting the spell, and it cannot be changed once set. The spell activates just before your turn on the round you designate. Only area, personal, and touch spells may be affected by this feat.

Any decisions you would make about the spell, including attack rolls, designating targets, or determining or shaping an area, are decided when the spell is cast. Any effects resolved by those affected by the spell, including saving throws, are decided when the spell triggers. If conditions change between casting and effecting such a fashion as to make the spell impossible - for example, the target you designate leaves the spell's maximum range before it goes off - the spell fails.

A delayed spell may be dispelled normally during the delay, and can be detected normally in the area or on the target with spells such as *detect magic*. A delayed spell uses up a spell slot three levels higher than the spell's actual level.

DIRTY FIGHTING [General]
Source: Sword and Fist

You know the brutal and effective fighting tactics of the streets and back alleys.

Prerequisite: Base attack bonus +2.

Benefits: Make a melee attack roll normally. If successful, you inflict additional +1d4 points of damage. This feat requires the full attack action.

DISARM MIND [Psionic]
Source: Psionics Handbook

You can directly deplete you foe's power point total with psionic attacks.

Prerequisite: Charisma 13+, Mental Adversary.

Benefit: You deplete a number of power points equal to your Charisma modifier x 4 from your opponent on any psionic attack that deals 1 or more ability damage, after accounting for your opponent's mental hardness. To use this feat, you must pay power points equal to the cost of the psionic attack +3. You decide whether or not to pay the extra cost after discovering the failure or success of your psionic attack to deal ability damage.

DISCIPLINE [General]
Source: Forgotten Realms Campaign Setting

Your people are admired for their single-minded determination and clarity of purpose. You are difficult to distract by spell or blow.

Regions: Aglarond, Anauroch, Cormyr, Impiltur, Thay, strongheart halfling, sun elf, and rock gnome.

Benefit: You gain a +1 bonus on Will saves and a +2 bonus on Concentration checks.

DISCIPLINE [Ancestor]
Source: Oriental Adventures

Your ancestor, Naka Kaeteru, was the first Grand Master of all the elements, a master of meditation and contemplation.

Clan: Phoenix.

Benefit: You gain a +2 bonus on all Concentration checks and a +1 bonus on Will saves.

DISGUISE SPELL [Metamagic]
Source: Song and Silence

You can cast spells without observers noticing.

Prerequisites: Bardic music ability, 12+ ranks in Perform.

Benefit: You have mastered the art of casting spells unobtrusively, mingling verbal and somatic components

into your performances so skillfully that others rarely catch you in the act. Like a silent, stilled spell, a disguised spell can't be identified through a Spellcraft check. Your performance is obvious to everyone in the vicinity, but the fact that you are casting a spell isn't. Unless the spell visibly emanates from you or observers have some other means of determining its source, they don't know where the effect came from. A disguised spell uses up a spell slot one level higher than the spell's actual level.

DIVINE CLEANSING [Divine]
Source: Defenders of the Faith

You channel energy to improve you and your allies' ability to resist poison and curses.

Prerequisites: Ability to turn or rebuke undead, Charisma 13+, Extra Turning.

Benefits: Spend one of your turn/rebuke undead attempts to grant all allies within a 60-foot burst (including yourself) a +2 sacred bonus on Fortitude saving throws for a number of rounds equal to your Charisma modifier.

DIVINE MIGHT [Divine]
Source: Defenders of the Faith

You can channel energy to increase the damage you deal in combat.

Prerequisites: Ability to turn or rebuke undead, Charisma13+, Strength 13+, Power Attack.

Benefits: Spend one of your turn/rebuke undead attempts to add your Charisma bonus to your weapon damage for a number of rounds equal to your Charisma bonus.

DIVINE RESISTANCE [Divine]
Source: Defenders of the Faith

You can channel energy to temporarily reduce damage you and your allies take from some sources.

Prerequisites: Ability to turn or rebuke undead, Extra Turning, and Divine Cleansing.

Benefits: Spend one of your turn/rebuke undead attempts to imbue all allies within a 60-foot burst (including yourself) with resistance fire, cold, and electricity resistance 5. This resistance does not stack with similar resistances, such as those granted by spells or special abilities. The protection lasts until the end of your next turn.

DIVINE SHIELD [Divine]
Source: Defenders of the Faith

You can channel energy to make your shield more effective for either offense or defense.

Prerequisites: Ability to turn or rebuke undead, Charisma 13+, Strenght 13+, Power Attack, and Improved Shield Bash.

Benefits: Spend one of your turn/rebuke undead attempts to channel energy into your shield, granting it an enhancement bonus equal to your Charisma modifier. This enhancement bonus applies both to the shield's attacks and defense, and lasts for a number of rounds equal to your Charisma modifier.

DIVINE VENGEANCE [Divine]
Source: Defenders of the Faith

You can channel energy to deal additional damage against undead in melee.

Prerequisites: Ability to turn or rebuke undead, Extra Turning.

Benefits: Spend one of your turn/rebuke undead attempts to add 2d6 points of sacred energy damage to all your successful melee attacks against undead until the end of your next action.

DIVINE VIGOR [Divine]
Source: Defenders of the Faith

You can channel energy to increase your speed and Constitution.

Prerequisites: Ability to turn or rebuke undead, Charisma 13+, Extra Turning.

Benefits: Spend one of your turn/rebuke undead attempts to increase your base speed by 10 feet and gain a +2 enhancement bonus to your Constitution. These effects last a number of minutes equal to your Charisma modifier.

DODGE [General]
Source: Player's Handbook

You are adept at dodging blows.

Prerequisite: Dexterity 13+.

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action. Note: A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

DREAMSPEAKING [General]
Source: Monte Cook Page

Sometimes dreams are important missives sent from above, or from within. You can interpret the dreams that you have, or that others have.

Prerequisite: Wisdom 15+.

Benefit: When someone tells you about a dream, or when you consider your own dream, you can tell automatically if it was a dream of importance, also known as a "sending" dream. If it is a sending dream, you can attempt a Wisdom check (DC 15) to interpret its meaning. If your Wisdom check succeeds, the DM should give you some clue as to the meaning of the dream. (For example, a character might dream of a threatening rider dressed in black, surrounded by ravens. On a successful Wisdom check, the player learns that the dream foretells an encounter with a foe named "raven." Later the party does indeed go up against a villain named Kevris Killraven.) Retries are not allowed.

DUAL STRIKE [General]
Source: Sword and Fist

Your combat teamwork makes you a more dangerous foe.

Prerequisites: Base attack bonus +3, Combat Reflexes.

Benefits: If you and an ally both have this feat and are flanking an opponent, you both get a +4 bonus on your attack roll.

EAGLE CLAW ATTACK [General]
Source: Sword and Fist, Oriental Adventures

Your unarmed attacks shatter objects.

Prerequisites: Base attack bonus +2, Improved Unarmed Strike, Sunder, Dexterity 15+.

Benefits: You can strike an opponent's weapon or shield with an unarmed strike.

Special: Weapon hardness and hit points ratings are given on Table 8-13: Common Weapon and Shield Hardness ratings and Hit Points in the *Player's Handbook*.

Normal: A character can normally only attack an opponent's weapon with a slashing or bludgeoning weapon.

EARTH'S EMBRACE [General]
Source: Oriental Adventures

You can crush opponents when you grapple them. This feat is called *tsuchi-do* in Rokugan.

Prerequisites: Improved Unarmed Strike, Improved Grapple, Strength 15+.

Benefit: While grappling, if you pin your opponent, you deal critical damage (double normal unarmed damage) each round that you maintain the pin. You hold your opponent immobile as normal, but you must also remain completely immobile, giving opponents (other than the one you're pinning) a +4 bonus on attack rolls against you (but you are not helpless).

EDUCATION [General]
Source: Forgotten Realms Campaign Setting

Some lands hold the pen in higher regard than the sword. In your youth you received the benefit of several years of more or less formal schooling.

Regions: Amn, Chessenta, Cormyr, Evermeet, Lantan, Mulhorand, Sembia, Silverymoon, and Waterdeep, moon elf, sun elf.

Benefit: All Knowledge skills are class skills for you. You get a +1 bonus on all skill checks with any two Knowledge' skills of your choosing.

Special: You may only take this feat as a 1st-level character.

EMPOWER SPELL [Metamagic]
Source: Player's Handbook

You can cast spells to greater effect.

Benefit: All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, etc., as appropriate. Saving throws and opposed rolls (such as the one you make when you cast dispel magic) are not affected. Spells without random variables are not affected. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

EMPOWER TURNING [Special]
Source: Defenders of the Faith

You can turn or rebuke undead, but a lot more with just one attempt.

Prerequisites: Ability to turn or rebuke undead, Charisma 13+, Extra Turning.

Benefits: You can turn or rebuke more undead than usual, but have a harder time affecting undead with a larger number of HD. If you take a -2 penalty on your turning check roll, you can add +2d6 to your damage roll.

ENCODE STONE [Item Creation]
Source: Psionics Handbook

You can create power stones, from which you or another psion can manifest the powers stored therein (see chapter 7 of the PsiHB).

Prerequisite: Manifester level 1st+

Benefit: You can create a power stone of any power that you know. Encoding a power stone takes one day for each 1,000gp in its base price. The base price of a power stone is the level of the stored psionic power x its manifester level x 25gp (treat 0-level powers as one-half level). To encode a power stone, you must spend 1/25 of this base price in XP and use up raw materials costing half of this base price.

Any power stone that stores a psionic power with an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must pay the XP when encoding the stone.

ENDURANCE [General]
Source: Player's Handbook

You are capable of amazing feats of stamina.

Benefit: Whenever you make a check for performing a physical action that extends over a period of time (running, swimming, holding the character's breath, and so on), you get a +4 bonus to the check.

ENERGY ADMIXTURE [Metamagic]
Source: Tome and Blood

You can modify a spell that uses one type of energy to mix in an equal amount of another type of energy.

Prerequisites: Energy Substitution, one other metamagic feat, and 5 ranks in *Knowledge (Arcana)*.

Benefits: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with an energy designator to add an equal amount of the chosen type of energy. The altered spell works normally in all respects except the type of damage dealt. Thus, an *acid fireball* cast at 6th level deals 6d6 fire damage and 6d6 acid damage (roll each set of dice separately). The damage cap for a spell cast using this feat remains the same as the base spell but counts separately for each type of energy. So an *acid fireball* cast at 10th level or higher deals 10d6 fire damage and 10d6 acid damage.

Even opposed types of energy, such as fire and cold, can be combined using this feat. An admixed spell uses up a spell slot four levels higher than the spell's actual level.

Special: You can gain this feat multiple times, choosing a different type of energy each time. You can use Energy Admixture to further alter a spell that has already been modified with Energy Substitution. You can also use Energy Admixture to include your chosen energy type with a spell that already uses the same type, in effect doubling the damage dice.

ENERGY SUBSTITUTION [Metamagic]
Source: Tome and Blood

You can modify spell that uses one type of energy to use another type of energy.

Prerequisites: Any other metamagic feat, 5 ranks in *Knowledge (Arcana)*.

Benefits: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with an energy designator to use the chosen type of energy instead. A substituted spell works normally in all respects except the type of damage dealt.

A substituted spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: You can gain this feat multiple times, each time it applies to a different type of energy.

ENLARGE POWER [Metapsionic]
Source: Psionics Handbook

You can manifest powers farther than normal.

Benefit: An enlarged power has its range doubled. Powers whose ranges are not defined by distance do not have their ranges increased. Determine an enlarged

power's area or effect as if you were two manifester levels higher than you actually are. An enlarged power costs a number of power points equal to its standard cost +2.

ENLARGE SPELL [Metamagic]
Source: Player's Handbook
You can cast spells farther than normal.

Benefit: An enlarged spell has its range doubled. Spells whose ranges are not defined by distance do not have their ranges increased. A spell whose area or effect is determined by its range has the dimensions of its area or effect increased proportionally. An enlarged spell uses up a spell slot one level higher than the spell's actual level.

ENSPELL FAMILIAR [General]
Source: Dragon Magazine #280
You can cast spells on your familiar over a distance.

Benefit: You are always considered to be in contact with your familiar for the purpose of casting shared spells. Thus any spell you cast on yourself also affects your familiar, as long it is within 1 mile of you.

Normal: The Familiar must be within 5 feet of the caster at the time such a spell is cast.

ESCHEW MATERIALS [Metamagic]
Source: Tome and Blood
You can cast spells without material components.

Prerequisite: Any other metamagic feat.

Benefits: An eschewed spell can be cast with no material components. Spells without material components or whose material components cost more than 1 gp are not affected by this feat. An eschewed spell uses up a spell slot of the spell's normal level, modified by any other metamagic feats.

ETCH OBJECT RUNE [Item Creation]
Source: Book of Eldritch Magic
You can etch magical runes onto the surfaces of inanimate objects.

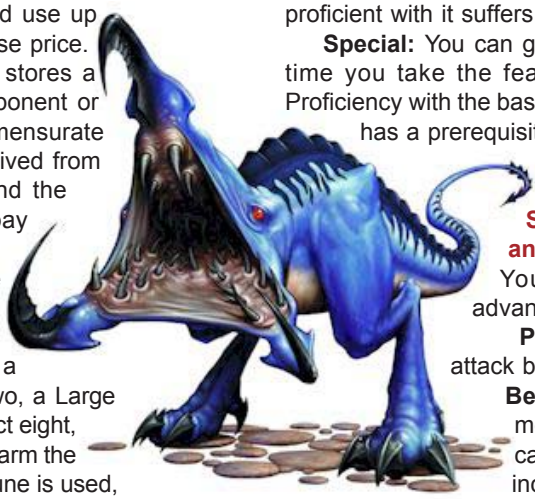
Prerequisite: Spellcaster level 5th+

Benefit: You can create an etched object rune of any spell that you know. Etching an object rune takes one day for each 1,000 gp in its base price. The base price of a etched object rune is its spell level multiplied by its caster level multiplied by 30 gp. To etch a rune, you must spend 1/25 of this base price in XP and use up raw materials costing 1/2 this base price.

Any etched object rune that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the spell's material component or pay the XP when etching the rune.

Any object with a solid surface can bear an etched rune. Normally, a Small object (or smaller) can have only one object rune, while a Medium-sized object can have two, a Large object can have four, a Huge object eight, and so on. The etching does not harm the object in any way, and once the rune is used, the object returns to normal.

Once an object rune is etched, it can be used like a scroll, as described in the rules for casting spells from scrolls in the Player's Handbook.



Ethereal Marauder

ETHRAN [General]
Source: Forgotten Realms Campaign Setting
You have been initiated into the secrets of the Witches of Rashemen as a member of the Ethran, the "untried".

Prerequisites: Female, Charisma 13+, spellcaster level 1st+, and society approval.

Region: Rashemen.

Benefit: You are a respected member of the Witches of Rashemen. You gain a +2 bonus on Animal Empathy and Intuit Direction checks. When dealing with other Rashemi, you gain a +2 bonus on any Charisma-based skill checks. Acquiring this feat requires the approval of the DM and remaining in good standing with the witches of Rashemen. If you lose their approval, you lose all benefits of this feat.

ETHEREAL EMPATHY [General]
Source: Ravenloft Campaign Setting
You have the psychic ability to sense the emotions imbued within ethereal resonance.

Prerequisite: Wisdom 13+.

Benefit: You can sense the emotional content of ethereal resonance within a 30-foot radius with a successful Wisdom check. DC is determined by the rank of the resonance.

Rank	1	2	3	4	5
DC	20	15	10	5	0

Sensing resonance is a partial action and can be retried each round. If you achieve an extraordinary success, you can see into the Near Ethereal for one round - a visual flash of the resonating scene. However, you can see only resonance, not ethereal creatures. Some ethereal scenes may require Horror checks.

EXOTIC WEAPON PROFICIENCY [General]
Source: Player's Handbook
Choose a type of exotic weapon, such as dire flail or shuriken. You understand how to use that type of exotic weapon in combat.

Prerequisite: Base attack bonus +1 or higher.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new weapon. Proficiency with the bastard sword or the dwarven waraxe has a prerequisite of Strength 13+.

EXPERT TACTICIAN [General]
Source: Sword and Fist, Song and Silence
Your tactical skill works to your advantage.

Prerequisites: Dexterity 13+, base attack bonus +2, Combat Reflexes.

Benefit: You can make one extra melee attack (or do anything that be can done as a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your melee attacks for any reason. You tack your extra attack when it's your turn, either before

or after your regular action. If several foes are within melee reach and denied Dexterity bonuses against your attacks, you can use this feat against only one of them.

Note: this feat first appeared in Sword and Fist. This version supersedes the one originally printed there.

EXPERTISE [General]
Source: Player's Handbook

You are trained at using your combat skill for defense as well as offense.

Prerequisite: Intelligence 13+.

Benefit: When you use the attack action or full attack action in melee, you can take a penalty of as much as -5 on your attack and add the same number (up to +5) to your Armor Class. This number may not exceed your base attack bonus. The changes to attack rolls and Armor Class last until your next action. The bonus to your Armor Class is a dodge bonus.

Normal: A character not capable of the Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attacks and gain a +2 dodge bonus to Armor Class.

EXTEND POWER [Metapsionic]
Source: Psionics Handbook

You can manifest powers that last longer than normal.

Benefit: An extended power lasts twice as long as normal. Powers with a concentration, instantaneous, or permanent duration are not extended. An extended power costs a number of power points equal to its standard cost +2.

EXTEND SPELL [Metamagic]
Source: Player's Handbook

You can cast spells that last longer than normal.

Benefit: An extended spell lasts twice as long as normal. Spells with a concentration, instantaneous, or permanent duration are not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

EXTRA FAMILIAR [General]
Source: Dragon Magazine #280

You have an additional familiar.

Benefit: By taking this feat you get an additional animal familiar of a type described in the Player's Handbook (or any other source, with the DM's permission). This familiar can be the same type of animal as your first, or a different type. Existing familiar feats apply to the new familiar. So if you have the Construct familiar feat, for example, the new familiar you call can be a construct. The sorcerer or wizard gains all the benefits of both familiars, but identical bonuses from multiple familiars don't stack. For example, a wizard with both an owl and a cat familiar receives only a +2 bonus to move silently checks, not a +4 bonus.

Special: A character can gain this feat multiple times. Each time you take the feat, you can call another familiar.

EXTRA MUSIC [General]
Source: Song and Silence

You can use your bardic music more often than you can otherwise could.

Prerequisite: Bardic music ability.

Benefit: You can use your bardic music four extra times per day.

Normal: Bards without the Extra Music feat can use bardic music once per day per level.

Special: A character may gain this feat multiple times.

EXTRA SLOT [General]
Source: Tome and Blood

You can cast an extra spell.

Prerequisite: Spellcaster level 3rd+.

Benefits: You gain one extra spell slot in your daily allotment. This extra slot can be at any level up to one level lower than the highest-level spell you can cast. Once selected, the extra spell slot never migrates up or down in level.

Special: You can gain this feat multiple times. Each time, you gain an extra spell slot at any level up to one level lower than the highest-level spell you can cast.

EXTRA SMITING [Special]
Source: Defenders of the Faith

You can make more smite attacks.

Prerequisites: Class level 4th+, Smite ability.

Benefits: When you take this feat, you gain one additional attempt to smite per day. Use whatever Smite ability you have. You can take this feat multiple times.

EXTRA SPELL [General]
Source: Tome and Blood

You can learn one more spell.

Prerequisite: Spellcaster level 3rd+.

Benefits: You can learn one additional spell at any level up to one level lower than the highest-level spell you can cast. This feat works better with sorcerers than wizards.

Special: You can gain this feat multiple times. Each time, you learn a new spell at any level up to one lower than the highest-level spell you can cast.

EXTRA TURNING [Special]
Source: Player's Handbook

You can turn/rebuke more undeads in a day.

Prerequisite: Ability to Turn Undead

Benefit: Allows a character to turn undead four more times per day than normal.

Special: A character can take this feat multiple times, gaining four extra daily turning attempts each time.

EYES IN THE BACK OF YOUR HEAD [General]
Source: Sword and Fist

Your superior battle sense helps minimize the threat of flanking attacks.

Prerequisites: Base attack bonus +3, Wisdom 17+.

Benefits: Attackers do not gain the usual +2 attack bonus when flanking you. This feat grants no effect whenever you are attacked without benefit of your Dexterity modifier to AC, such as when you are flat-footed.

FALLING STAR STRIKE [General]
Source: Oriental Adventures

You have mastered the art of striking a nerve that blinds a humanoid opponent.

Prerequisites: Improved Unarmed Strike, base attack bonus +4 or higher, Stunning Fist or monk's stunning attack, Wisdom 17+.

Benefit: Against a humanoid opponent, you can make an unarmed attack that has a chance of blinding your target. If your attack is successful, your target must attempt

a Fortitude saving throw (DC 10 + 1/2 your level + your Wisdom modifier). If the target fails this saving throw, he is blinded for 1 round per level you possess. In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to AC, grants a +2 bonus on attacker's attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills.

FAR SHOT [General]
Source: Player's Handbook
You can get greater distance out of a ranged weapon.

Prerequisite: Point Blank Shot.

Benefit: When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1,5). When you use a thrown weapon, its range increment is doubled.

FAVORED ENEMY STRIKE [General]
Source: Monte Cook Page
You can inflict grater damage against your favored enemies.

Prerequisite: Favored enemy

Benefit: When striking a foe designated as your favored enemy, you inflict additional 1d6 points of damage every time you hit. This damage is not multiplied if a critical hit is scored against the enemy (like a rogue's sneak attack bonus damage).

FAVORED ENEMY CRITICAL STRIKE [General]
Source: Monte Cook Page
You can inflict telling blows with even greater accuracy upon your favored enemies.

Prerequisite: Favored enemy

Benefit: When inflicting a critical hit upon a foe designated as your favored enemy, you inflict an additional 1d10 points of damage, in addition to the damage you would normally inflict.

Note: This feat does not allow you to make critical hits on creatures that are immune to critical hits.

FEARSOME AND FEARLESS [Ancestor]
Source: Oriental Adventures
You claim descent from the first Akodo, the paragon of samurai virtue.

Clan: Lion.

Benefit: You gain a +1 bonus on all Will saves against fear effects, and the Difficulty Class of any fear effect you create (through spell or other ability) is increased by 1.

If you adopt the Akodo champion prestige class (see Chapter 11), allies within your aura of courage gain an additional +1 bonus on their saving throws against fear.

FEIGN WEAKNESS [General]
Source: Sword and Fist
You capitalize on your foe's perceptions of your unarmed status.

Prerequisites: Base attack +2, Improved Unarmed Strike.

Benefits: If you make a successful Bluff check against your opponent's Sense Motive check, you lure the foe into attempting an attack of opportunity because he thinks you are unarmed. But you are armed, and you make your attack against your drawn-out foe that is caught flat-footed, before he takes his attack of opportunity.

You also may attempt this feat with a Tiny or Small weapon with which you are proficient by attempting to hide it until the last second, but your incur a -2 or -4 penalty on you Bluff check, respectively. You can use this feat with a disguised weapon, such as a war fan, at no penalty on the Bluff check. Using Feign Weakness is a standard action, just like a feint, except that if you succeed you get to make your attack immediately. You can only Feign Weakness once per encounter. After one use, your opponents are too wary to fall for this maneuver again.

FELL SHOT [Psionic]
Source: Psionics Handbook
You can strike your foe with a ranged weapon as if making a touch attack.

Prerequisite: Dexterity 13+, Point blank shot, Psionic shot, base attack bonus 3+.

Benefit: If you pay 5 power points per shot, you can resolve your ranged attack as a touch attack for purposes of assessing your foe's Armor Class. You must decide whether or not to pay the cost prior to making the ranged attack. You bullet, bolt, or arrow remains "charged" for a maximum number of rounds equal to your Dexterity modifier +1, or until you make you next attack, whichever occurs first. If your attack misses, the power expenditure is wasted.

FISTS OF IRON [General]
Source: Sword and Fist, Oriental Adventures
You have learned the secrets of imbuing your unarmed attacks with extra force.

Prerequisites: Base attack bonus +2, Improved unarmed strike.

Benefits: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You deal extra 1d4 points of damage when you make a successful unarmed attack. You may use this feat a number of times per day equal to 3 + your Wisdom modifier.

FLEET OF FOOT [General]
Source: Song and Silence
You run so nimbly that you can turn corners without losing momentum.

Prerequisites: Dexterity 15+, Run.

Benefit: When running or charging you can make a single direction change of 90 degrees or less. You can't use this feat while wearing medium or heavy armor, or if you're carrying a load heavier than light.

Normal: Without this feat you can run or charge only in a straight line.

FLICK OF THE WRIST [General]
Source: Song and Silence
With a single motion, you can draw a light weapon and make a devastating attack.

Prerequisites: Dexterity 17+, Quick Draw.

Benefit: If you draw a light weapon and make a melee attack with it in the same round, you catch your opponent flat-footed (for the purpose of this attack only). This feat work only once per combat.

FLYBY ATTACK [General – Monstrous]
Source: Monstrous Manual
The creature can attack on the wing.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move

action (including a dive) and another partial action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a partial action either before or after its move.

FLYING KICK [General]

Source: Oriental Adventures

You literally leap into battle, dealing devastating damage.

Prerequisites: Strength 13+, Power Attack, Improved Unarmed Strike, Jump (4 ranks).

Benefit: When fighting unarmed and using the charge action, you deal double damage with your unarmed attack.

FOE HUNTER [General]

Source: Forgotten Realms Campaign Setting

In lands threatened by evil nonhumans, many warriors learn ways to fight effectively against these creatures. You have served as a member of a militia or military unit devoted to protecting your home from the fierce raiders who trouble the area.

Regions: Chult, Cormyr, Damara, the Lake of Steam, the North, the Moonsea, Tashalar, Tethyr, Vaasa, shield dwarf, wood elf.

Benefit: Your homeland dictates the type of foe you have trained against. When fighting monsters of that race, you gain a +1 bonus to damage rolls with melee attacks and ranged weapons at ranges of up to 30 feet, and you act as if you had the Improved Critical feat for the weapon you are using. This does not stack with the Improved Critical feat, but does stack with the ranger's favored enemy bonus.

Special: You may take this feat multiple times; its effects do not stack. Each time you take the feat you must qualify for learning regional feats in a land that hunts a different creature than that specified by the regional feat you already have.

In Cormyr, Damara, Tethyr, Vaasa, or as a shield dwarf, your traditional foes are goblinoids - goblins, hobgoblins, and bugbears. In Chult and Tashalar, this feat applies to lizardfolk and yuan-ti. Wood elves train against gnolls. In the lake of Steam, the North, and the Moonsea, this feat applies to orcs and half-orcs.

FORCED SWIFTNESS [General]

Source: Monte Cook Page

You can run when encumbrance and armor otherwise would not allow it.

Prerequisite: Strength 13+.

Benefit: You can run when the armor you are wearing or the amount of gear you are carrying normally would prevent you from running.

FORESTER [General]

Source: Forgotten Realms Campaign Setting

Faerûn's great forests stretch for hundreds of miles across the northlands. You are knowledgeable about the secrets of the forest and wise in its ways.

Regions: Chondalwood, Dalelands, the Great Dale, the High Forest, ghostwise halfling, moon elf, wild elf, wood elf.

Benefit: You receive a +2 bonus on all Heal checks and a +2 bonus on all, Wilderness Lore checks.

FORGE RING [Item Creation]

Source: Player's Handbook

You can create magic rings, which have varied magical effects.

Prerequisite: Spellcaster level 12th+.

Benefit: You can create any ring whose prerequisites you meet. Crafting a ring takes 1 day for each 1,000 gp in its base price. To craft a ring, you must spend 1/25 of its base price in XP and use up raw materials costing half of its base price.

You can also mend a broken ring if it is a ring that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that ring in the first place.

Some magic rings incur extra costs in material components or XP as noted in their descriptions. You must pay such a cost to create a ring or to mend a broken one.

FREEZING THE LIFEBLOOD [General]

Source: Oriental Adventures

You can paralyze a humanoid opponent with an unarmed attack.

Prerequisites: Improved Unarmed Strike, base attack bonus +5 or higher, Stunning Fist or monk's stunning attack, Wisdom 17+.

Benefit: Against a humanoid opponent, you can make an unarmed attack that deals no damage, but has a chance of paralyzing your target. If your attack is successful, your target must attempt a Fortitude saving Throw (DC 10 + 1/2 your level + your Wisdom modifier). If the target fails this saving throw, he is paralyzed for 1d4+1 rounds. A paralyzed character stands rigid and helpless, unable to move or act physically. He has effective Strength and dexterity scores of 0 but may take purely mental actions.

GHOSTSIGHT [General]

Source: Ravenloft Campaign Setting

You can see creatures in the Near Ethereal. Since ghosts make up the majority of creatures in Ravenloft's Near Ethereal, folklore views this as the ability to see the dead.

Prerequisite: You must have had a brush with death (been reduced to -1 hit points or lower, or slain and then brought back to life).

Benefit: You can see creatures that are ethereal as if they were normally visible. Unlike the see invisible spell, this capacity does not reveal illusions or allow you to see invisible or astral creatures. Your ability to see ethereal creatures is limited only by your own visual range. You are vulnerable to gaze attacks from ethereal creatures. You have no special ability to hear or physically affect ethereal creatures. This is a supernatural ability.

Special: You are strangely attuned to the Ethereal Plane. Ethereal creatures can see you unusually clearly and must succeed at a Spot check at DC 15 to realize that you are not actually in the Near Ethereal as well. These creatures may even be drawn to you out of curiosity, desperation, or malice.

GIFTED GENERAL [Ancestor]

Source: Oriental Adventures

Your ancestor Daidoji Yurei, an ancient daimyo of the daidoji family, was a gifted general - the first in Rokugan to use guerilla tactics.

Clan: Crane.

Benefit: You gain a +2 bonus on Initiave checks and a +1 bonus on all Fortitude saves.

GRAPPLING BLOCK [General]

Source: Oriental Adventures

You can catch and pin an opponent's weapon with your bare hands.

Prerequisites: Improved Unarmed Strike, Deflect Arrows, Intelligence 13+, Expertise, Improved Disarm, Combat Reflexes.

Benefit: You must have both hands free or be holding weapons designed to catch other weapons (sai or jitte) to use this feat. Once per round when you would normally be hit by a melee weapon, you may make a special disarm attempt against your opponent. This attempt counts against your allowed attacks of opportunity this round. You make an opposed attack roll (with your unarmed strike, sai, or jitte) against the attack roll that hit you. The opponent's attack roll is not modified by the size of the weapon. If you succeed, you grab the weapon away from your opponent (if you are unarmed) or knock the weapon to the ground (if you are armed). You may only use this feat against weapons up to two sizes larger than you.

GREAT CLEAVE [General]
Source: Player's Handbook

You can wield a melee weapon with such power that you can strike multiple times when you fell your foes.

Prerequisites: Strength 13+, Power Attack, Cleave, base attack bonus +4 or higher.

Benefit: As Cleave, except that you have no limit to the number of times you can use it per round.

GREAT CRAFTER [Ancestor]
Source: Oriental Adventures

Your ancestor, Kaiu, was the first and greatest blacksmith of the Crab clan. Kaiu forged the weapons which the Crab used against the Shadowlands, and gave him his name to the engineering school of the clan.

Clan: Crab

Benefit: You gain a +3 bonus on all Craft checks.

GREAT DIPLOMAT [Ancestor]
Source: Oriental Adventures

You are descended from Asako, one of the companions of the first Phoenix, a great healer, diplomat, and warrior.

Clan: Phoenix.

Benefit: You gain a +2 bonus on Diplomacy checks, and your leadership score (see *Dungeons Master's Guide*) is increased by 2.

GREAT FORTITUDE [General]
Source: Player's Handbook

You are tougher than normal.

Benefit: You get a +2 bonus to all Fortitude saving throws.

GREAT *KI* SHOUT [General]
Source: Oriental Adventures

Your *ki* shout can panic your opponents.

Prerequisites: Charisma 13+, *Ki* Shout, base attack bonus +9 or higher.

Benefit: When you make a *ki* shout, your opponents are panicked for 2d6 rounds unless they succeed at their Will saves (DC 10 + 1/2 your character level + your Charisma modifier). Panicked characters suffer a -2 morale penalty on attack rolls, saves, and checks, they have a 50% chance to drop what they are holding, and they run away from you as quickly as they can. The effects of being panicked supersede the effects of being shaken.

GREAT STAMINA [Ancestor]
Source: Oriental Adventures

Your ancestor, Daidoji Masashigi, gave his life defending the kaiu Wall alongside the Crab at the Battle of the Landbridge.

Clan: Crane.

Benefit: You gain a +2 bonus on all checks you make for performing a physical action that extends over a period of time (running, swimming, holding your breath, and so on), and +1 to your hit point total.

GREAT SUNDER [Psionic]
Source: Psionics Handbook

You can sense the stress points on other's weapons.

Prerequisites: Strength 13+, Power attack, sunder, reserve power points 5+.

Benefit: When you strike at an opponent's weapon, you ignore half of the weapon's total hardness (round down). "Total hardness" includes any magical or psionic enhancements possessed by the weapon that normally add to its hardness. However, to strike and do any damage to a magically or psionically enhanced weapon, you still need a weapon of equal or better enhancement.

Special: You can also sense the stress points in any hard construction, such as wooden doors, or stone walls, and can ignore half of the object's total hardness (round down) when attacking that object.

GREAT TEAMWORK [Ancestor]
Source: Oriental Adventures

You are descendant of Hida Banuken, the Crab champion who oversaw the construction of the Kaiu Wall during the Battle of the Cresting Wave.

Clan: Crab.

Benefit: When you and an ally flank an opponent, you gain a +4 bonus on your attack roll, instead of the normal +2 bonus.

GREATER POWER PENETRATION [Psionic]
Source: Psionics Handbook

Your powers are especially potent at breaking through power resistance.

Prerequisite: Power Penetration.

Benefit: You get a +4 bonus on manifester level checks (1d20 + manifester level) to beat a creature's power resistance. This bonus overlaps (does not stack with) the bonus from Power Penetration.

GREATER PSIONIC FOCUS [Psionic]
Source: Psionics Handbook

Your powers within your primary discipline have even greater potency.

Prerequisite: Psionic Focus.

Benefit: Add +4 to the DC for all saving throws against powers within your discipline if you've already taken the Psionic focus feat for the selected discipline. This bonus overlaps (does not stack with) the bonus from Psionic focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new discipline, but a psion must chose her primary discipline the first time she takes this feat.

GREATER SPELL FOCUS [General]
Source: Tome and Blood

Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of that school are now even more potent than before.

Prerequisite: Spell Focus.

Benefits: Add +4 to the DC for all saving throws

against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

GREATER SPELL PENETRATION [General]

Source: Tome and Blood

Your spells are especially potent, defeating spell resistance more readily than normal.

Prerequisite: Spell Penetration.

Benefits: You get a +4 modifier on caster level checks to beat a creature's spell resistance. This supersedes (does not stack with) the bonus from Spell Penetration.

GREEN EAR [General]

Source: Song and Silence

Your bardic music and virtuoso performance affect plants and plant creatures.

Prerequisites: Bardic music ability, 10+ ranks in Perform.

Benefit: You can alter any of your mind-affecting bardic music or virtuoso performance effects so that they influence plants and plant creatures in addition to any other creatures they would normally affect.

Normal: Plants are normally immune to all mind-influencing effects.

HAMSTRING [General]

Source: Song and Silence

You can wound an opponent's legs, hampering his or her movement.

Prerequisites: Base Attack +4, sneak attack ability.

Benefit: If you hit with a sneak attack, you may choose to forgo +2d6 if your sneak attack damage to reduce your opponent's land speed by half. Other forms of movement (fly, burrow, and so forth) aren't affected. The speed reduction ends when the target receives healing (a successful Heal check, any cure spell, or the magical healing) or after 24 hours, whichever comes first. A hamstring attack does not slow creatures that are immune to sneak attack damage or those that have either no leg at all or more than four legs. It takes two successful hamstrings to affect a quadruped.

HAUNTED [General]

Source: Ravenloft Campaign Setting

The spirit of a friend, ally, or loved one has returned from the grave to watch over you as a geist.

Prerequisite: For the obvious reason, someone close to you must have died.

Benefit: Your guardian spirit normally remains in the Near Ethereal. Those who can see ethereal creatures may spot the geist lurking near you, but it is otherwise invisible and intangible. The geist acts as a second pair of eyes and ears when it manifests, allowing you a second roll on Search, Spot, and Listen checks. The geist can also inform you of events that take place in your presence while you are asleep or unconscious, or it can simply offer companionship.

Special: The geist communicates through phantasms; it cannot affect physical objects. You can ask the geist to manifest whenever you are alone. The geist immediately vanishes if another intelligent, living creature enters the scene. You can summon the geist as often as you want, but each time it manifests, it inflicts 1 point of temporary Charisma damage as it unconsciously draws strength from your will to live.

HEIGHTEN POWER [Metapsionic]

Source: Psionics Handbook

You can manifest a power as if it were higher level than it actually is.

Benefit: A heightened power has a higher psionic power level than normal (up to 9th level). Unlike other Metapsionic feats, Heighten Power actually increases the effective level of the power that it modifies. All effects dependent on power level (such as saving throw DCs and ability to penetrate a minor dead psionics zone or a minor globe of invulnerability) are calculated according to the heightened level. The heightened power costs as many power points as a power of its effective level.

HEIGHTEN SPELL [Metamagic]

Source: Player's Handbook

You can cast a spell as if it were higher level than it actually is.

Benefit: A heightened spell has a higher spell level than normal (up to 9th level). Unlike other metamagic feats, Heighten Spell actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs and ability to penetrate a minor globe of invulnerability) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

HEIGHTEN TURNING [Special]

Source: Defenders of the Faith

You can affect more powerful undead with your turning or rebuking attempts.

Prerequisites: Charisma 13+, Extra Turning.

Benefits: When you turn or rebuke undead, you may choose a number no higher than your cleric level. Add that number to your turning check while subtracting it from your turning damage roll.

If you are not a cleric, you may choose a number no higher than your effective cleric level (for instance, a paladin could choose a number up to two levels less than his paladin level). If a prestige class increases your effective turning level, use your effective turning level.

HIDE POWER [Metapsionic]

Source: Psionics Handbook

You can manifest a power without a telltale display.

Benefit: A psionic power can be manifested without one associated display characteristic chosen by you when you take the feat: auditory, material, mental, olfactory, or visual (see Chapter 4 of the PsiHB). The hidden power costs a number of power points equal to the standard cost +2.

Special: You can take this feat multiple times, each time choosing a different display characteristic to hide while manifesting a given power.

HOLD THE LINE [General]

Source: Sword and Fist

You are trained in defensive techniques against charging opponents.

Prerequisites: Base attack bonus +2, Combat reflexes.

Benefits: You may make an attack of opportunity against an opponent who charges you when he enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

HONEST MERCHANT [Ancestor]
Source: Oriental Adventures

Your ancestor, Bayushi Tesaguri, was the son of Bayushi Junzen, Scorpion Clan Champion. He did not trust the Yogo family, so he gave three of the Black Scrolls of Fu Leng to his son, Tesaguri. Tesaguri, however, betrayed this trust by selling the Scrolls to the Phoenix clan - and paid for his crime with his life.

Clan: Scorpion.

Benefit: You get a +2 bonus on all Profession checks, allowing you to make more money at your work.

HORSE NOMAD [General]
Source: Forgotten Realms Campaign Setting

You have been raised in a culture that relies upon riding and shooting for survival.

Region: Hordelands, the Shaar, Vaasa (the Ride only).

Benefit: You get Martial Weapon Proficiency (composite shortbow) and a +2 bonus on all Ride checks.

IAIJUTSU MASTER [Ancestor]
Source: Oriental Adventures

You are not only descended from Kakita, the great duelist ever to have lived, but you share a karmic tie to his spirit.

Clan: Crane.

Benefit: Once per day, you can make any one attack roll, saving throw, or skill check using your Iaijutsu Focus skill modifier in place of all other modifiers. For example, you can roll a melee attack roll using your Iaijutsu Focus skill modifier instead of your total attack bonus (including Strength modifier, weapon enhancement bonus, Weapon Focus bonus, size modifier, and all other bonuses to your attack roll). You give up all your other modifiers and use your skill modifier instead.

IMPROVED AID [Ancestor]
Source: Oriental Adventures

You are descended from Hida Tadaka, the great Crab daimyo who gave his life to avert a war between his clan and the Lion.

Clan: Crab.

Benefit: When using the Aid Another action in melee combat (see Aid Another in the *Player's Handbook*), your ally gains +4 circumstance bonus on his attack roll or to his AC.

Normal: The Aid Another action normally gives a +2 circumstance bonus on your ally's attack roll or AC against a single opponent.

IMPROVED BULL RUSH [General]
Source: Player's Handbook

You know how to push opponents back.

Prerequisites: Strength 13+, Power Attack.

Benefit: When you perform a bull rush, you do not draw an attack of opportunity from the defender.

IMPROVED COUNTERSPELL [General]
Source: Forgotten Realms Campaign Setting

You understand the nuances of magic to such an extent that you can counter your opponents' spell with great efficiency.

Benefit: When counterspelling, instead of using the exact spell you are trying to counter, you may use a spell of the same school that is one or more levels higher than the target spell.

IMPROVED CRITICAL [General]
Source: Player's Handbook

Choose one type of weapon, such as longsword or greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Proficient with weapon, base attack bonus +8 or higher.

Benefit: When using the weapon you selected, your threat range is doubled.

Note: "Keen" magic weapons also double their normal nonmagical threat range. As with all doubled doublings, the result is triple.

Special: You can gain this feat multiple times. The effects do not stack. Each time you take the feat, it applies to a new weapon.

IMPROVED DISARM [General]
Source: Player's Handbook

You know how to disarm opponents in melee combat.

Prerequisites: Intelligence 13+, Expertise.

Benefit: You do not suffer an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm.

IMPROVED FAMILIAR [General]
Source: Tome and Blood, Forgotten Realms Campaign Setting

As long as you are able to acquire a new familiar, you may choose your new familiar from a nonstandard list.

Prerequisites: Ability to acquire a new familiar, compatible alignment.

Benefits: When choosing a familiar, the following creatures are also available to you. You may choose a familiar with an alignment up to one step away on each of the alignment axes.

Table 1 - Improved Familiars

Familiar	Alignment	Arcane Spellcaster Level
Beholderkin, Eyeball	NE	5
Cat, Tressym	Neutral	5
Night Hunter Bat	NE	5
Shocker Lizard	Neutral	5
Stirge	Neutral	5
Formian Worker	LN	7
Imp	LE	7
Pseudodragon	NG	7
Quasit	CE	7

The improved familiar is magically linked to its master like a normal familiar. The familiar uses the basic statistics for a creature of its kind, as given in the *Monster Manual*.

Hit Dice: Treat as the master's level (for effects related to Hit Dice). Use the familiar's normal total if it is higher.

Hit Points: One-half the master's total or the familiar's normal total, whichever is higher.

Attacks: Use the master's base attack bonus or the familiar's, whichever is better. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of that kind.

Special Attacks: The familiar has all the special attacks of its kind.

Special Qualities: The familiar has all the special qualities of its kind.

Saving Throws: The familiar uses the master's base save bonuses if they are better than the familiar's.

Skills: Use the normal skills for a creature of the its kind.

Familiar Special Abilities: Use Table 3-19 in the *Player's Handbook* to determine additional abilities as you would for a normal familiar.

Alternate Improved Familiars

The list in Table 1 presents only a few possible improved familiars. Almost any creature of the same general size and power as those on the list makes a suitable familiar. Nor is the master's alignment the only factor; for example, improved familiars could be assigned by the master's creature type or subtype, as shown in the examples below.

Table 2 - Alternate Improved Familiars

Familiar	Type/ Subtype	Arcane Spellcaster Level
Celestial Hawk*	Good	3
Fiendship Viper**	Evil	3
Air Elemental, small	Air	5
Earth Elemental, sm	Earth	5
Fire Elemental, sm	Fire	5
Water Elemental, sm	Water	5

Familiar	Type/ Subtype	Arcane Spellcaster Level
Shoker Lizard	Electricity	5
Homunculus***	Undead	7
Ice Mephit	Cold	7

* Or other celestial animal from the standard familiar list.
** Or other fiendish animal from the standard familiar list.
*** The master must first create the homunculus, substituting ichor or another part of the master's body for blood if necessary.

IMPROVED GRAPPLE [General]
Source: Oriental Adventures

You are skilled in martial arts that emphasize holds and throws.

Prerequisite: Improved Unarmed Strike.

Benefit: If you hit with a unarmed strike, you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. You can deal normal damage while grappling, rather than subdual damage, without suffering a penalty on your grapple check.

Normal: Characters without this feat make a melee touch attack to grab their opponent and provoke an attack of opportunity when doing so. They also suffer a -4 penalty on their grapple checks when trying to inflict normal damage in a grapple.

IMPROVED INITIATIVE [General]
Source: Player's Handbook

You can react more quickly than normal in a fight.

Benefit: You get a +4 bonus on initiative checks.

IMPROVED OVERRUN [General]
Source: Sword and Fist

You are trained in knocking over opponents that are smaller than you.

Prerequisites: Expertise, Improved bull rush, Improved trip, Strength 13+, Power attack.

Benefits: When you attempt to overrun an opponent who is at least one size category smaller than you, the target cannot avoid you. If you knock down your opponent, you immediately get an attack of opportunity against that opponent, gaining the standard +4 bonus on attack rolls against prone targets.

IMPROVED PSICRYSTAL [Psionic]
Source: Psionics Handbook

You can upgrade your psicrystal.

Benefit: You can implant another personality fragment in your psicrystal. You gain the benefits listed for both psicrystal types. You psicrystal's personality adjusts and becomes a blend between all implanted personality fragments.

Special: You can gain this feat multiple times. Each time you implant a new personality fragment in your psicrystal, from which you derive the noted benefits.

IMPROVED RAPID SHOT [General]
Source: Dragon Magazine #275

You are an expert at firing weapons with exceptional speed.

Prerequisites: Dexterity 13+, Point Blank Shot, Rapid Shot, base attack bonus +2 or higher.

Benefit: When using the Rapid Shot feat, you can ignore the -2 penalty on all of your ranged attacks.

IMPROVED SHIELD BASH [General]
Source: Defenders of the Faith

You can push opponents back by bashing them with your shield.

Prerequisite: Power Attack.

Benefits: Any shield bash you make with a small or large shield also affects your opponent as if you had performed a bull rush. You don't actually move into your opponent's square or incur attacks of opportunity for the bash. You also can't move your opponent back more than 5 feet, nor can you move along with the defender. You can't use this feat with a buckler.

IMPROVED SUNDER [General]
Source: Sword and Fist, Enemies and Alies

You are adept at placing your attacks precisely where you want them to land.

Prerequisites: Base attack bonus +2, Sunder.

Benefits: When you strike an opponent's weapon, you inflict double damage.

IMPROVED TRIP [General]
Source: Player's Handbook

You are trained not only in tripping opponents but also in following through with an attack.

Prerequisites: Intelligence 13+, Expertise.

Benefit: If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used the character's attack for the trip attempt.

Special: At 6th level, a monk gains the Improved Trip feat even if she does not have the Expertise feat.

IMPROVED TWO -WEAPON FIGHTING [General]
Source: Player's Handbook

You are an expert in fighting two-handed.

Prerequisites: Two-Weapon Fighting, Ambidexterity, base attack bonus +9 or higher.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, You get a second attack with the off-hand weapon, albeit at a -5 penalty.

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

Special: A ranger who meets only the base attack bonus prerequisite can gain this feat, but can only use it when wearing light armor or no armor.

IMPROVED UNARMED STRIKE [General]
Source: Player's Handbook

You are skilled at fighting while unarmed.

Benefit: You are considered to be armed even when unarmed-that is, armed opponents do not get attacks of opportunity when you attack them while unarmed. However, you still get an opportunity attack against any opponent who makes an unarmed attack on you.

Special: A monk fighting unarmed automatically gains the benefit of this feat.

INERTIAL ARMOR [Psionic]
Source: Psionics Handbook

Your mind instinctively generates a field of protective energy.

Prerequisite: Reserve power points 1+.

Benefit: While you retain 1 or more power points, your mind automatically generates a tangible field of force that provides a +4 bonus to AC. Unlike mundane armor, Inertial Armor entails no armor check penalty or speed reduction. Because Inertial Armor is composed of psychokinetic force, incorporeal creatures can't bypass it the way they do normal armor. Your inertial armor can be invisible or appears as a colored glow, at your option. The armor bonus provided by inertial armor does not stack with the armor bonus provided by a shield or regular armor.

INNATE SPELL [General]
Source: Tome and Blood, Forgotten Realms Campaign Setting

You have mastered a spell so thoroughly you can now cast it as a spell-like ability.

Prerequisites: Quicken Spell, Silent Spell, and Still Spell.

Benefits: Choose a spell you can cast. You can now cast this spell at will as a spell-like ability, once per round, without needing to prepare it. One spell slot eight levels higher than the innate spell is permanently used to power it. If the innate spell has an XP component, you pay the XP cost each time you use the spell-like ability. If the innate spell has a focus, you must have the focus to use the spell-like ability. If the innate spell has a costly material component (see the spell description) you use an item 50 times that cost to use as a focus for the spell-like ability.

Since an innate spell is a spell-like ability and not an actual spell, a cleric cannot convert it to a *cure* or an *inflict* spell. Divine spellcasters who become unable to cast divine spells cannot use divine spells.

Special: You can choose this feat more than once, selecting another spell each time. You have to pay the cost in spell slots, focuses, and material components each innate spell you acquire.

INNER FORTITUDE [Psionic]
Source: WoTC Page

You can trade the ability to manifest a power for increased power points.

Prerequisite: Inner Strength.

Benefit: Upon gaining this feat, you may choose one unassigned power and trade it in for power points. The power points gained equal the cost to manifest a power of the chosen level. For example, upon reaching 12th level, the psion takes Inner Fortitude and chooses to trade in her unassigned 5th-level power. This gives her 9 additional power points per day.

Special: You can gain this feat multiple times, each time choosing a new unassigned power to trade in for power points. You can choose to trade in only a power that has not been assigned to a power yet. You may not trade in an unassigned power that should be assigned to your primary discipline.

You can choose to defer selecting a power when you take this feat and instead choose a power to trade in upon gaining a level in the future. However, upon reaching 20th-level, a psion must discover powers for all unassigned power slots or use the feat to trade them in for power points. You must maintain a power reserve of 1 point per deferred Inner Fortitude feat until any unassigned powers have been selected.

For example a 10th-level psion has taken Inner Fortitude at levels 1, 3, 6, and 9 and has deferred them. This requires a power reserve of 4 points per day. Upon reaching 11th level, the psion cashes in all 4 deferred feats, trading in a 5th-, two 4th-, and a 3rd-level unassigned power for 28 additional power points per day. Note that the psion would have had to not assign the 4th- or 3rd-level power she gained at 9th-level.

INNER STRENGTH [Psionic]
Source: Psionics Handbook

You have more power points than normal.

Benefit: You gain +1 power points.

Special: A character may gain this feat multiple times, each time gaining a number of power points equal to the previous Inner Strength gain +1. For instance, Ma'varkith the psychic warrior takes the feat three times, the first time receiving one extra power point, the second time receiving 2 extra power points, the third time 3 extra, for a total of 6 extra power points.

INSCRIBE RUNE [Item Creation]
Source: Forgotten Realms Campaign Setting

You can create magical runes that hold spells until triggered.

Prerequisites: Intelligence 13+, appropriate Craft skill, Divine Spellcaster level 3rd+.

Benefit: You can cast any divine spell you have prepared as a rune. A rune is a temporary magical writing similar to a scroll. A rune can be triggered once before it loses its magical power, but it lasts indefinitely until triggered. A rune written or painted on a surface fades away when expended, erased, or dispelled, but a rune carved into a surface remains behind as a bit of nonmagical writing even after its magic has been expended.

Special: Inscribing a rune takes 10 minutes plus the casting time of the spell to be included. When you create a rune, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. When you create a rune, you make any choices that you would normally make when casting the spell.

Whoever touches the rune triggers the rune and becomes the target of the spell. (If the spell only affects objects, than an object must somehow trigger the rune.) You may touch the rune safely without triggering it. The rune itself must be touched in order to trigger it, so an object with a rune may be handled safely as long as care is taken to avoid contacting the rune. As with a *symbol* spell, a rune cannot be placed upon a weapon with the intent of having the rune triggered when the weapon strikes a foe.

The caster must have prepared the spell to be scribed and must provide any material components or focuses the spell requires. If casting the spell would reduce the caster's XP total, he pays the cost upon beginning the rune in addition to the XP cost for making the rune itself. Likewise, material components are consumed when he begins writing, but focuses are not. (A focus used in casting a rune can be reused.)

Inscribing a rune requires a Craft check with a DC of 20 + the level of the spell used. The Craft skill you use is anything appropriate to the task of creating a written symbol on a surface (metalworking, calligraphy, gem cutting, stone carving, and so on). You paint, draw, or engrave the rune onto a surface (dwarves usually engrave their runes in stone or metal in order to take advantage of their racial affinity for these items) and make the check. If the check fails, the rune is imperfect and cannot hold the spell.

The act of writing triggers the prepared spell, whether or not the Craft check is successful, making the spell unavailable for casting until the character has rested and regained spells. (That is, that spell slot is expended from his currently prepared spells, just as if it had been cast.)

A single object of medium size or smaller can hold only one rune. Larger objects can hold one rune per 25 square feet (an area 5 feet square) of surface area. Runes cannot be placed on creatures. The rune has a base price of the spell level x caster level x 100 gp (a 0-level spell counts as 1/2 level). You must spend 1/25 of its base price in XP and use up raw materials costing half this base price. A rune's market value equals its base price.

A successful *erase* spell deactivates a rune, but the DC is 15+ your caster level. Touching the rune to *erase* it does not trigger the rune unless the *erase* spell fails to deactivate the rune. A *dispel magic* spell targeted on an untriggered rune can dispel its magic if successful (the DC is 11+ your caster level). Untriggered runes are not subject to area dispels. A *read magic* spell allows the caster to identify the spell held in a rune with a successful Spellcraft check (DC 15 + the spell's level). A rogue can use Disable Device to disable runes (the DC is 25 + the spell's level, like any magic trap).

INSIDIOUS MAGIC [Metamagic]

Source: Forgotten Realms Campaign Setting

You can use the Shadow Weave to make your spells harder for Weave users to detect. All creatures employing spells or spell-like abilities are considered to be Weave users unless they possess the Shadow Weave Magic feat.

Prerequisite: Shadow Weave Magic.

Benefit: When a Weave user employs a divination spell, spell-like ability, or magic item (such as *detect magic*) that may detect the magical aura of one of your spells, the Weave user must make a level check (DC 11 + your caster level) to successfully detect your spells. Similarly, a Weaver user attempting to use a divination such as *see invisibility* to reveal the effects of one of your spells must make a level check to reveal your spell's effect. The Weaver user can check only once for each divination spell used, no matter how many of your spell effects are operating in an area.

This benefit does not extend to spells you cast from the schools of Evocation or Transmutation.

From now on, your ability to detect Weave magic is impaired. Any divination spell you use against a Weave effect is successful only if you make a level check against a DC of 9 + the caster's level. This penalty does not extend to Enchantment, Illusion, or Necromancy effects. (You detect them normally).

IRON WILL [General]

Source: Player's Handbook

You have a stronger will than normal.

Benefit: You get a +2 bonus to all Will saving throws.

ITEM IMAGE [Eldritch]

Source: Book of Eldritch Magic

You can bond yourself or someone else with a magic item by use of a tattoo.

Prerequisite: Spellcaster level 7th+, Int 17+

Benefit: You inscribe a tattoo onto your flesh or the flesh of another, in the presence of a magic item that weighs no more than the tattooed character can carry. This process takes eight hours and costs 1/10 the market value of the magic item in gold pieces. Once the tattoo is finished, the character can magically store the item within the image, and can call it forth again as a free action.While stored, the item remains in unchanging stasis, magically shrunk down so small that it cannot be felt. The Item Image tattoo is permanent; there is no limit to the number of times a character can call forth and re-store the magic item.

The tattooed image is often inscribed on the character's hand or arm, its design flowing seamlessly from the flesh to the item being held. For instance, the image to store a +2 trident might resemble waves that flow down the character's arm in lines that mirror the curves of the weapon's shaft. Often the tattoo changes when the item comes out of its magical storage; in the previous example, the trident might appear beneath the waves while it is stored, disappearing from the image as it is called forth.

Further, that character with the keyed image enjoys one of the following benefits while using that specific item (chosen at the time the image is inscribed):

- +1 damage if the item is a weapon (stacks with all other bonuses)
- +2 saving throw DC, if the item requires opponents to make a save
- +2 caster level
- Item inflicts 1d6 points of fire damage upon anyone who attempts to use it, other than the tattooed character

JACK OF ALL TRADES [General]

Source: Song and Silence

You've picked up a smattering of even the most obscure skills.

Prerequisite: Character level 8th+.

Benefit: You can use any skill untrained, even those that normally require training and those that are exclusive to classes you don't have. You cannot, however, gain ranks in a skill unless you are allowed to select it.

JADED [General]
Source: Ravenloft Campaign Setting
Like an experienced investigator or a veteran of the Dead Man's Campaign, you have been hardened against the horrors of the world by cruel experience.

Benefit: You gain a +4 bonus to all Horror saves.

KAMI'S INTUITION [Ancestor]
Source: Oriental Adventures
You are descended from Shinjo, the first Unicorn, the kindest and most compassionate of the first.

Clan: Unicorn.

Benefit: You get a +2 bonus on Sense Motive checks and on Intelligence checks made to figure things out.

KARMIC STRIKE [General]
Source: Oriental Adventures
You have learned to strike when your opponent is most vulnerable: at the same instant you opponent strikes you. This feat is also called *ai uchi.*

Prerequisites: Dexterity 13+, Dodge.

Benefit: You can make an attack of opportunity against an opponent that hit you in melee. You take a -4 penalty toyour armor class, in exchange for the ability to make an attack of opportunity against any creature tha makes a successful melee attack roll or melee touch attack roll against you. The opponent that hits you muts be in your threatened area, and this feat does not grant you more attack of opportunity than you are normally allowed in a round. If you hit with your attack of opportunity, you and your opponent deal and take damage simultaneously. You specify on you turn that you are activating this feat, and the change to your Armor Class and your ability to make these special attack of opportunity last until your next turn.

KARMIC TWIN [Ancestor]
Source: Oriental Adventures
You are descended from Bayushi, the first Scorpion, whose love for his daughter proved his final downfall.

Clan: Scorpion.

Benefit: You get a +2 bonus on all Charisma-based skill checks and Charisma checks. You have a karmic tie to another character. You may detect the direction of this character if he or she is alive, on the same plane, and you succeed at an Intuit Direction check against DC 15 (or a Wisdom check if you do not have the skill). A failure on this check gives no information. You may retry once per round as a standard action.

The character to whom you have this karmic connection may be another player character or an NPC under control of the DM, but he or she must also have the Karmic Twin ancestor feat.

KEEN INTELLECT [Ancestor]
Source: Oriental Adventures
You are descended from Agasha, the founder of the original Dragon shugenja school, a shugenja known for her keen intellect and powers of observation.

Clan: Dragon, Phoenix.

Benefit: You gain a +1 bonus on Intelligence checks and a +1 bonus on Knowledge, Scry, and Search checks.

KI SHOUT [General]
Source: Oriental Adventures
You can bellow forth a *ki*-empowered shout that strikes terror into your enemies.

Prerequisites: Base attack bonus +1 or higher, Charisma 13+.

Benefit: Making a *ki* shout is a standard action. Opponents who can hear your shout and who are within 30 feet of you may become shaken for 1d6 rounds. The *ki* shout affects only opponents with fewer Hit Dice or levels than you have. An affected opponent can resist the effects with a successful Will save against a DC of 10 + 1/2 your character level + your Charisma modifier. You can use *Ki* Shout once per day.

Shaken characters suffer a -2 morale penalty on attack rolls, saves, and checks.

KNOCK-DOWN [General]
Source: Sword and Fist
Your mighty blows can knock foes off their feet.

Prerequisites: Base attack bonus +2, Expertise, Improved trip, Strength 15+.

Benefits: Whenever you deal 10 or more points of damage to your opponent in melee with a single attack, you make a trip attack as a free action against the same target. Use of this feat cannot be combined with Improved Trip to generate an extra attack, and successful use of this feat does not grant an extra attack through the Cleave or Great Cleave feats.

LACE SPELL: ELEMENTAL ENERGIES [Eldritch]
Source: Book of Eldritch Magic
You can add more damage to the spells you cast by lacing them with elemental energy.

Prerequisite: Spellcaster level 5th+, Int 17+

Benefit: You can give an extra power to a singletarget spell when you cast it by adding elemental energy. In addition to its normal effect, any spell with a single target also inflicts +1d6 points of damage to that target if the spell takes effect (assuming the target fails his saving throw, if any). The damage is a type of your choosing: fire, electricity, cold, acid, or sonic. Spells with different effects based on the success or failure of a saving throw (such as *disintegrate* or *slay living*) inflict the additional damage either way.

LACE SPELL: ENEMY BANE [Eldritch]
Source: Book of Eldritch Magic
You can add more damage to the spells you cast when you cast them upon a chosen enemy.

Prerequisite: Spellcaster level 5th+, Int 17+

Benefit: You give an extra power to a damaging spell when you cast it on a specific type of creature (you must choose the type of creature when you select this feat). Any spell that causes damage inflicts +20% more against creatures of this type. Some people claim to hear an intense cackling sound when a *bane* spell strikes its intended target.

Special: You can take this feat multiple times, for a number of bane creature types. Choose a creature type from this list:

- Aberrations
- Animals
- Beasts
- Constructs
- Dragons
- Elementals
- Fey
- Giants
- Magical beasts
- Monstrous humanoid
- Oozes
- Outsiders, chaotic
- Outsiders, evil
- Outsiders, good
- Outsiders, lawful
- Plants
- Shapechangers
- Undead
- Vermin
- Humanoid (choose subtype)

LACE SPELL: HOLY/UNHOLY [Eldritch]

Source: Book of Eldritch Magic

By lacing them with energy, you can add potency to the spells you cast against good or evil targets.

Prerequisite: Spellcaster level 5th+, Int 17+

Benefit: You give extra power to a spell that you cast against either an evil or a good opponent. You must choose whether to make your spells holy or unholy at the time you select this feat, and afterward you can never take this feat again. Spells laced with holy or unholy energy are changed in these ways:

Holy. Changes the spell's descriptor to [good] and adds +2 to the save DC if the target or creatures within the area are of evil alignment.

Unholy. Changes the spell's descriptor to [evil] and adds +2 to the save DC if the target or creatures within the area are of good alignment.

LACE SPELL: LAWFUL/CHAOTIC [Eldritch]

Source: Book of Eldritch Magic

By lacing them with energy, you can add potency to the spells you cast against lawful or chaotic targets.

Prerequisite: Spellcaster level 5th+, Int 17+

Benefit: You give extra power to a spell that you cast against either a chaotic or a lawful opponent. You must choose whether to make your spells lawful or chaotic at the time you select this feat, and afterward you can never take this feat again. Spells laced with lawful or chaotic energy are changed in these ways:

Lawful. Changes the spell's descriptor to [lawful] and adds +2 to the save DC if the target or creatures within the area are of chaotic alignment.

Chaotic. Changes the spell's descriptor to [chaotic] and adds +2 to the save DC if the target or creatures within the area are of lawful alignment.

LARGE AND IN CHARGE [General – Monstrous]

Source: Sword and Fist

You can prevent opponents from closing inside your reach.

Prerequisites: Reach (large size or larger), Strength 17+.

Benefits: When you make a successful attack of opportunity against an opponent who is moving inside your threatened area, you can force the opponent back to the square he was in before he provoked the attack. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the check, your opponent is pushed back 5 feet into the square he just left.

LEADERSHIP [General]

Source: Dungeon Master Guide

You are the sort of person others want to follow, and you have done some work attempting to recruit cohorts and followers.

Prerequisites: You must be at least 6th level.

Benefits: Having this feat enables you to attract loyal companions and devoted followers, subordinates who assist her. See Table: Leadership for what sort of cohort and how many followers you can recruit.

Table: *Leadership*

Leadership Score	Cohort Level	Number of Followers by Level 1st	2nd	3rd	4th	5th	6th
1 or less	-	-	-	-	-	-	-
2	1st	-	-	-	-	-	-
3	2nd	-	-	-	-	-	-
4	3rd	-	-	-	-	-	-
5	3rd	-	-	-	-	-	-
6	4th	-	-	-	-	-	-
7	5th	-	-	-	-	-	-
8	5th	-	-	-	-	-	-
9	6th	-	-	-	-	-	-
10	7th	5	-	-	-	-	-
11	7th	6	-	-	-	-	-
12	8th	8	-	-	-	-	-
13	9th	10	1	-	-	-	-
14	10th	15	1	-	-	-	-
15	10th	20	2	1	-	-	-
16	11th	25	2	1	-	-	-
17	12th	30	3	1	1	-	-
18	12th	35	3	1	1	-	-
19	13th	40	4	2	1	1	-
20	14th	50	5	3	2	1	-
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25+	17th	135	13	7	4	2	2

Leadership Score: Your Leadership score equals your level plus any Charisma modifier. In order to take into account negative Charisma modifiers, Table: Leadership allows for very low Leadership scores, but you must still be 6th level or higher in order to gain the Leadership feat and thus attract a cohort. Outside factors can affect a character's Leadership score, as detailed in Table: Leadership Modifiers.

Cohort Level: You can attract a cohort of up to this level. Regardless of your Leadership score, you can't recruit a cohort of your level or higher.

Number of Followers by Level: You can lead up to the indicated number of characters of each level.

Table: *Leadership Modifiers*

General Leadership Modifiers

The Leader Has a Reputation of	Leadership Modifier
Great prestige	+2
Fairness and generosity	+1
Special power	+1
Failure	-1
Aloofness	-1
Cruelty	-2

Cohort-Only Leadership Modifiers

The Leader	Leadership Modifier
Has a familiar/ paladin's warhorse/ animal companion	2
Recruits a cohort of a different alignment	-1
Caused the death of a cohort	-2*

*Cumulative per cohort killed.

Follower-Only Leadership Modifiers

The Leader	Leadership Modifier
Has a stronghold, base of operations,	+2 guildhouse, and so on
Moves around a lot	-1
Caused the death of other followers	-1

Special Cohorts: With the DM's permission, a leader may seek out a special cohort who is not a member of the standard PC races (the common races).

Followers: A leader attracts followers whose alignments are within one step of his own. These characters have gear appropriate to NPCs of their level. As the leader's Leadership rises, he can attract more followers. If his Leadership goes down, followers may desert.

Replacing Cohorts and Followers: If a leader loses a cohort or followers, he can generally replace them, according to his current Leadership score. It takes time (1d4 months) to recruit replacements. If the leader is to blame for the deaths of the cohort or followers, it takes extra time to replace them, up to a full year. Note that the leader also picks up a reputation of failure, which decreases his Leadership score.

LIGHTNING FISTS [General]

Source: Sword and Fist

Your skill and agility allow you to attempt a series of blindingly fast blows.

Prerequisites: Monk level 4th+, Dexterity 15+.

Benefits: You can make two extra attacks in a round. All attacks made this round suffer a -5 attack penalty. This feat requires the full attack action. You cannot use Lightning Fists and flurry of blows at the same time.

LIGHTNING REFLEXES [General]

Source: Player's Handbook

You have faster than normal reflexes.

Benefit: You get a +2 bonus to all Reflex saving throws.

LINGERING SONG [General]

Source: Song and Silence

Your bardic music stays with the listeners long after the last note has died away.

Prerequisite: Bardic music ability.

Benefit: If you use bardic music to inspire competence, inspire courage, or inspire greatness, the effects last twice as long as they do otherwise would.

Normal: Inspire courage and inspire greatness last as long a bard sing, plus additional 5 rounds thereafter. Inspire confidence lasts 2 minutes.

LION SPY [Ancestor]

Source: Oriental Adventures

Your ancestor, Akodo Shinju, was the greatest spy of the Lion clan.

Clan: Lion.

Benefit: You gain a +2 bonus on Disguise and Gather Information checks.

LUCK OF HEROES [General]

Source: Forgotten Realms Campaign Setting

You land is known for producing heroes. Through pluck, determination, and resilience, your people survive when no one expects them to come through.

Regions: Aglarond, Dalelands, Tethyr, and the Vast.

Benefit: You receive a +1 luck bonus on all saving throws.

LUCK OF HEROES [Ancestor]

Source: Oriental Adventures

You are descended from the quick-footed and quick-witted Hiruma, the archetypal hunter and scout.

Clan: Crab.

Benefit: You get a +1 bonus on all saving throws.

LUNATIC [General]

Source: Ravenloft Campaign Setting

Your mind and body are tied to the cycles of the moon, making you more energetic and excitable as the moon waxes. This effect may be the result of subtle madness or a diluted supernatural heritage, such as Vistani blood.

Prerequisite: Chaotic alignments.

Benefit: You have a +1 bonus to all attack rolls, Fortitude and Reflex saves, and Charisma-modified skill checks whenever the moon is gibbous (more than half full). This bonus rises to +2 during the three-night period of the full moon. During the three-night period of the new moon, you suffer a -2 penalty to these rolls instead. The modifiers are reversed for Will saves: +2 during the new moon, -1 during the gibbous moon, and -2 during the full moon. This is an extraordinary quality.

MAGIC IN THE BLOOD [Ancestor]

Source: Oriental Adventures

You claim a karmic link with Iuchi, one of the most resourceful shugenjas in early Rokugan.

Clan: Unicorn.

Benefit: You get a +2 bonus on Alchemy and Spellcraft checks.

MAGICAL ARTISAN [General]

Source: Forgotten Realms Campaign Setting

You have mastered the method of creating a certain kind of magic item.

Prerequisite: Any Item Creation feat.

Benefit: Each time you take this feat, choose one Item Creation feat you know. When determining your cost in XP and raw materials for creating items with this feat, multiply the base price by 75%.

Special: You may gain this feat multiple times. Each time you take the feat, it applies to a new Item Creation feat.

MAGICAL ARTISAN [Ancestor]

Source: Oriental Adventures

You are descended from Asahina Yajinden, a shugenja of the Crane clan became the greatest lieutenant of the dread sorcerer Iuchiban. Yajinden abused his power, creating the Bloodswords and other evil magic items used by the armies of Iuchiban.

Clan: Crane.

Benefit: Choose one item creation feat. When determining your cost in XP and raw materials for creating items with that feat, multiply the base price by 75%. Since you must choose this feat at character creation, you do not have to select an item creation feat you already know, but you get no benefit from this feat until you learn the item creation feat you have selected.

MAGICAL TALENT [General]

Source: Monte Cook Page

The mystical and eldritch secrets are clear to you.

Benefit: You gain a +2 bonus to Knowledge (Arcana) and Spellcraft

MAGICAL TRAINING [General]
Source: Forgotten Realms Campaign Setting

You come from Halruaa, a half-legendary land where basic magic is taught to all with the aptitude for it. Every crafter and laborer, it seems, knows a cantrip or two to ease her work.

Prerequisite: Intelligence 10+.

Region: Halruaa.

Benefit: You may cast the 0-level arcane spells *dancing lights*, *daze*, and *mage hand* once per day each. You have an arcane spell failure chance if you wear armor. You are treated as a wizard of your arcane spell caster level (minimum 1st level) for determining the range at which these spells can be cast.

Special: You may only take this feat as a 1st level character.

MAGISTRATE'S MIND [Ancestor]
Source: Oriental Adventures

You claim descent from Soshi Saibankan, a great Scorpion judge who helped establish the Empire's institution of Emerald Magistrates.

Clan: Scorpion.

Benefit: You get a +2 bonus on Knowledge (history) and Knowledge (nobility and royalty) checks.

MANTIS LEAP [General]
Source: Sword and Fist

You deliver a powerful attack after making a jump.

Prerequisites: Monk 7th+, 5 ranks in Jump.

Benefits: Designate an opponent who is within the maximum distance you can reach with a successful Jump check. Make a normal Jump check; if your check is successful, you can make a normal charge attack against the opponent you designated as part of the same action. If your charge attack is successful, you inflict normal damage, plus your Strength modifier multiplied by 2.

MANUFACTURE MAGIC POISON [Item Creation]
Source: Book of Eldritch Magic

You can create magic poisons, which have magical effects in addition to their traditional deadly nature. See the Core Rulebook II for rules on poisons.

Prerequisite: Spellcaster level 5th+

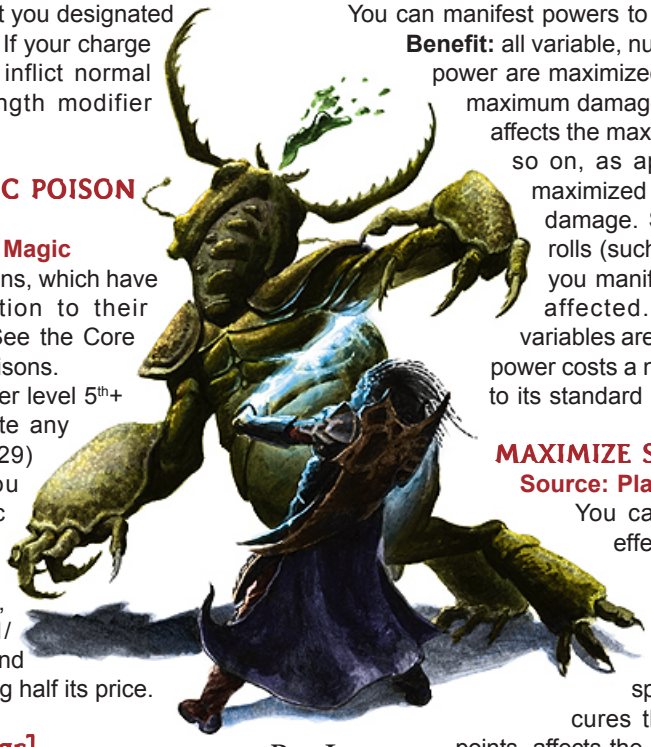
Benefit: You can create any magic poison (see page 29) whose prerequisites you meet. Enchanting a magic poison takes one week for each 1,000 gp of its price. To enchant a magic poison, the spellcaster must spend 1/25 of the item's price in XP and use up raw materials costing half its price.

MANY MASKS [Ancestor]
Source: Oriental Adventures

You are descended from Shosuro Furuyari, an important Scorpion playwright.

Clan: Scorpion.

Benefit: You get a +2 bonus on Disguise and Perform checks.



Deep Impact

MARTIAL WEAPON PROFICIENCY [General]
Source: Player's Handbook

Choose a type of martial weapon, such as longbow. You understand how to use that type of martial weapon in combat.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Special: Barbarians, fighters, paladins, and rangers are proficient with all martial weapons.

You can gain this feat multiple times. Each time you take the feat, it applies to a new weapon.

A cleric whose deity's favored weapon is a martial weapon and who chooses War as one of his domains receives the Martial Weapon Proficiency feat related to that weapon for free, as well as the Weapon Focus feat related to that weapon.

A sorcerer or wizard who casts the spell *Tenser's Transformation* on herself gains proficiency with all martial weapons for the duration of the spell.

MASTER DORJE [Metapsionic]
Source: Psionics Handbook

You can manifest a dorje's power with power points.

Benefit: You can manifest a power stored in a dorje without expending a charge. Instead, you pay for the imbedded power from your own power point reserve by spending a number of power points equal to its standard cost +2. When all the charges of a dorje are exhausted, the dorje becomes inert; thus, this feat no longer affects that individual dorje.

MAXIMIZE POWER [Metapsionic]
Source: Psionics Handbook

You can manifest powers to maximum effect.

Benefit: all variable, numeric effects of a maximized power are maximized. A maximized power deals maximum damage, cures maximum hit points, affects the maximum number of targets, and so on, as appropriate. For example, a maximized whitefire deals 20 points of damage. Saving throws and opposed rolls (such as the one you make when you manifest negate psionics) are not affected. Powers without random variables are not affected. The maximized power costs a number of power points equal to its standard cost +6.

MAXIMIZE SPELL [Metamagic]
Source: Player's Handbook

You can cast spells to maximum effect.

Benefit: All variable, numeric effects of a maximized spell are maximized. A maximized spell deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate. Spells without random variables are not affected. A maximized spell uses up a spell slot three levels higher than the spell's actual level.

An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

MENTAL ADVERSARY [Psionic]
Source: Psionics Handbook
You can make exceptionally strong psionic attacks.

Prerequisite: Charisma 13+.

Benefit: You deal +1 ability damage on a successful psionic attack +3 power points. You decide whether or not to pay the extra cost after determining the failure or success of your psionic attack to breach the defender's Will save.

Special: You can gain this feat multiple times, each time equal to the previous damage +1, but at a cost equal to the previous cost plus 8 power points. You decide what increment of bonus damage to deal within the range granted by gaining this feat multiple times. For instance, if Iadalbode took Mental Adversary twice, he could deal +2 ability damage if he pays 11 power points, or deal +1 ability damage for a cost of 3 power points.

MENTAL LEAP [Psionic]
Source: Psionics Handbook
You can make amazing jumps.

Prerequisites: Strength 13+, 6 ranks of the Jump skill, reserve power points 3+.

Benefit: You jump twice as far or as high as is indicated on your Jump check. Your maximum jump (a function of your height) is twice normal, and extra distance jumped (above and beyond the normal distance rolled) is not counted against your total allowed movement in the round.

Special: You can take this feat multiple times. Each time increases your jump multiple by one and increases your prerequisite reserve power points by +8. for instance, if Ma'varkith takes Mental Leap Three times, she can jump four times the distance indicated on her Jump check if her reserve power points are 19+, three times the distance if her reserve power points are 11+, or twice the distance if her reserve power points are 3+.

MERCANTILE BACKGROUND [General]
Source: Forgotten Realms Campaign Setting
Powerful trading coasters and craft build control the wealth and commerce of Faerûn's lands. You come from a family that excels at a particular trade and knows well the value of any kind of trade good or commodity.

Regions: Impiltur, Lake of Steam, Lantan, Sembia, Tashalar, Tethyr, Thesk, the Vest, and deep gnome, gray dwarf.

Benefit: You gain a +2 bonus on all Appraise checks and a +2 bonus on skill checks in the Craft or Profession skill of your choice.

METACREATIVE [Metapsionic]
Source: Psionics Handbook
You supplement your craft with psionic inspiration.

Prerequisite: Any item creation feat.

Benefit: Each time you take this feat, choose one item creation feat you know. When determining your cost in XP and raw materials for creating items with this feat, multiply the base price by 75%.

Special: You may gain this feat multiple times. Each time you take the feat, it applies to a new creation feat.

MILITIA [General]
Source: Forgotten Realms Campaign Setting
You served in a local militia, training with weapons suitable for use on the battlefield.

Regions: Dalelands, Impiltur, Luiren, and strongheart halfling.

Benefit: You get Martial Weapon Proficiency (longbow) and Martial Weapon Proficiency (longspear). In Luiren, this feat applies to Martial Weapon Proficiency (shorbow) and Martial Weapon Proficiency (short sword) instead of longbow and longspear.

MIND OVER BODY [General]
Source: Forgotten Realms Campaign Setting
The arcane spellcasters of some lands have learned to overcome the frailties of the body with the unyielding power of the mind.

Regions: Calimshan, Thay, moon elf, sun elf.

Benefit: At 1st level, you may use your Intelligence modifier instead of your Constitution modifier to determine bonus hit points. You gain +1 hit point every time you learn a Metamagic feat.

Special: You may only take this feat as a 1st level character.

MIND TRAP [Psionic]
Source: Psionics Handbook
You can punish psionic attackers.

Prerequisite: Psychic Bastion.

Benefit: You deplete a number of power points equal to 10 + your Charisma modifier from you attacking opponent on any psionic attack that deals 1 or more ability damage to you. to do so, you must pay power points equal to the cost of the psionic defense +3. you decide whether or not to pay the extra cost after discovering the failure or success of your opponent's psionic attack to deal ability damage.

MIRROR SIGHT [Eldritch]
Source: Book of Eldritch Magic
You can look through a mirror and see an image that is reflected in a specific other mirror or an individual reflected in any other mirror.

Prerequisites: Spellcaster level 1st+, Cha 19+

Benefit: You can, once per day, use a mirror for a special sort of scrying. Looking into a mirror, you can see through it to view a reflection in another mirror. You can choose to see one of three types of reflection:

- The current reflection in another mirror you are familiar with.
- The reflection of a person you know well, assuming that person is near a mirror.
- The reflection of a place you know well, assuming the location is being reflected in a mirror.

You receive only visual information through this ability. However, you can choose transmit information both ways-so that a person reflected in the remote mirror can view whatever appears in the mirror you are using. Contact lasts 1d4 rounds, plus a number of rounds equal to your Charisma bonus.

For example, Aliya knows that her friend Serai keeps a mirror in his living room over the mantle. She can look through her own hand-held mirror and see into Serai's living room. But Serai's not there. The next day, Aliya can attempt to find Serai by looking into her mirror. If, at that moment, Serai is near any mirror at all, she can see him. Otherwise, she sees nothing but her own reflection.

Mirror Sight works with mirrors only; it is not effective with attempting to scry with other reflective surfaces such as a still pool or a polished metal shield.

MOBILITY [General]
Source: Player's Handbook
You are skilled at dodging past opponents and avoiding blows.

Prerequisites: Dexterity 13+, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.

Note: A condition that makes you lose the Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most types of bonuses.

MONKEY GRIP [General]
Source: Sword and Fist
You use a wider variety of sizes of weapons.

Prerequisites: Base attack bonus +3, Weapon Focus with the appropriate weapon, Strength 13+.

Benefits: You can use one melee weapon that is one size larger than you in one hand. You suffer a -2 penalty on your attack roll when using this feat. Can be taken several times (different weapons).

MOUNTED ARCHERY [General]
Source: Player's Handbook
You are skilled at using ranged weapons from horseback.

Prerequisite: Ride skill, Mounted Combat.

Benefit: The penalty you suffer when using a ranged weapon from horseback is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

MOUNTED COMBAT [General]
Source: Player's Handbook
You are skilled in mounted combat.

Prerequisite: Ride skill.

Benefit: Once per round when your mount is hit in combat, you may make a Ride check to negate the hit. The hit is negated if your Ride check is greater than the attack roll (essentially, the Ride check becomes the mount's Armor Class if it's higher than the mount's regular AC).

MULTIATTACK [General – Monstrous]
Source: Monstrous Manual
The creature is adept at using all its natural weapons at once.

Prerequisites: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons suffer only a –2 penalty.

Normal: Without this feat, the creature's secondary natural attacks suffer a –5 penalty.

MULTICULTURAL [General]
Source: Song and Silence
You blend in well with members of another race.

Prerequisite: Speak Language (your chosen race).

Benefit: Choose any one humanoids race other than your own. Whenever you meet members of that race, they are likely to treat you as one of theirs own. You gain a +4 bonus on Charisma checks made to alter the attitude of your chosen race (according to the NPC Attitudes section in Chapter 5 of Dungeon Master's Guide).

MULTIDEXTERITY [General – Monstrous]
Source: Monstrous Manual
The creature is adept at using all its hands in combat.

Prerequisites: Dexterity 15+, three or more arms.

Benefit: The creature ignores all penalties for using an off hand.

Normal: Without this feat, a creature that uses an off hand suffers a –4 penalty to attack rolls, ability checks, and skill checks. A creature has one primary hand, and all the others are off hands; for example, a four-armed creature has one primary hand and three off hands.

Special: This feat replaces the Ambidexterity feat for creatures with more then two arms.

MULTITASKING [General – Monstrous]
Source: Sword and Fist
You can perform different tasks with different limbs.

Prerequisites: Multi-attack feat, Dexterity 15+, Intelligence 13+, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefits: If you have four or more arms, you can use each pair of arms to perform a distinct partial action. Thus, you could attack with one or two arms while using a magic item, reloading a crossbow, or even casting a spell with two other arms.

MULTIWEAPON FIGHTING [General – Monstrous]
Source: Monstrous Manual
A creature with three or more hands can fight with a weapon in each hand. The creature can make one extra attack each round with extra weapon.

Prerequisites: Three or more hands.

Benefit: Penalties for fighting with multiple weapons are reduced by 2.

Normal: A creature without this feat suffers a –6 penalty to attacks made with is a primary hand and a –10 penalty to attacks made with its off hands. (It has one primary hand, and all others are off hands.) See Attacking with Two-Weapon, page 124 in Player's Handbook.

Special: This feat replaces Two-Weapon Fighting feat for creatures with more than two arms. The Multidexterity feat further reduces penalties for off-hand attacks.

NIMBLE FINGERS [General]
Source: Monte Cook Page
You have dexterous fingers and good hand-to-eye coordination.

Benefit: You gain a +2 bonus to Disable Device and Pick Locks checks.

OBSCURE LORE [General]
Source: Song and Silence
You are a treasure trove of little-known information.

Prerequisite: Bardic knowledge ability.

Benefit: You gain a +3 bonus on checks using your bardic knowledge ability.

OFF-HAND PARRY [General]
Source: Sword and Fist
You use your off-hand weapon to defend against melee attacks.

Prerequisites: Base attack bonus +3, Ambidexterity, Dexterity 13+, Two-Weapon Fighting, proficiency with weapon.

Benefits: When fighting with two weapons and using the full attack action, on your action decide to attack normally or to sacrifice all your off-hand attacks for the round in exchange for a +2 dodge bonus to your AC. If you are also using a buckler, its AC bonus stacks. You can use only bladed or hafted weapons of a size category smaller than you with this feat.

ONI'S BANE [Ancestor]

Source: Oriental Adventures

Your ancestor, Isawa Akuma, was a Phoenix shugenja who sought to understand the mistery of identity. Venturing into the Shadowlands, he lost his own identity to an oni.

Clan: Phoenix.

Benefit: You gain a +3 bonus on caster level checks (1d20 + caster level) to beat an outsider's spell resistance. However, because of Akuma's fall, you suffer a -2 penalty on Diplomacy checks.

OPEN MIND [General]

Source: Ravenloft Campaign Setting

An adaptable mind keeps your sanity resilient.

Benefit: You enjoy a +4 bonus to all Madness saves.

OUTDOORSMAN [General]

Source: Monte Cook Page

You are trained particularly well for life in the wild.

Benefit: You gain a +2 bonus to Handle Animal and Wilderness Lore

OVERPOWER [Metapsionic]

Source: WoTC Page

You can manifest a power at twice its normal effect.

Prerequisite: Fortify Power.

Benefit: All variable, numeric effects of an overpowered power are doubled. An overpowered power deals twice as much damage, cures twice as many hit points, affects twice as many targets, and so on, as appropriate. For example an overpowered *lesser concussion* deals twice the amount of damage (roll 1d6 and multiply the result by 2). Saving throws and opposed rolls (such as the one you make when you manifest *negate psionics*) are not affected. Powers without random variables are not affected. An overpowered power costs a number of power points equal to its standard cost + 6.

Gatecrasher

Special: You can apply overpower to the same power multiple times. You can't break the power point limit of the manifester level minus one when using overpower. For instance, a *lesser concussion* overpowered twice deals 1d6 times 3 damage for a cost of 13 power points. Thus, a 14th-level manifester could have used the power as described in the example above, but a 13th-level manifester could not.

You can simultaneously apply overpower in conjunction with fortify power. You can't break the power point limit of the manifester level minus one when using these feats in conjunction with each other. For instance, a *lesser concussion* overpowered once and fortified twice deals 1d6 times 2.5 damage for a cost of 10 power points. Thus an 11th-level manifester could have used the power as described in the example above, but a 10th-level manifester could not. See Tables 1-1, 1-2 and 1-3 for available combinations, optimal combinations, and maximum effect.

Table 1-1: Available Combinations

Fortify Power	Overpower	Power Points	Multiplier (1 plus)	Minimum Level*
1	-	2	0.25	3
2	-	4	0.5	5
3	-	6	0.75	7
4	-	8	1	9
5	-	10	1.25	11
6	-	12	1.5	13
7	-	14	1.75	15
8	-	16	2	17
9	-	18	2.25	19
-	1	6	1	7
1	1	8	1.25	9
2	1	10	1.5	11
3	1	12	1.75	13
4	1	14	2	15
5	1	16	2.25	17
6	1	18	2.5	19
-	2	12	2	13
1	2	14	2.25	15
2	2	16	2.5	17
3	2	18	2.75	19
-	3	18	3	19

* Minimum Level does not take into consideration the level of the power.

Table: 1-2: Optimal Combinations

Fortify Power	Overpower	Power Points	Multiplier (1 plus)	Minimum Level*
1	-	2	0.25	3
2	-	4	0.5	5
-	1	6	1	7
1	1	8	1.25	9
2	1	10	1.5	11
-	2	12	2	13
1	2	14	2.25	15
2	2	16	2.5	17
-	3	18	3	19

* Minimum Level does not take into consideration the level of the power.

Table: 1-3: Maximum Effect

Power Level	Base PP	Fortify Power	Overpower	Final PP	Final Multiplier*
1	1	-	3	19	4
2	3	2	2	19	3.5
3	5	1	2	19	3.25
4	7	-	2	19	3
5	9	2	1	19	2.5
6	11	1	1	18	2.25
7	13	-	1	19	2
8	15	2	-	19	1.5
9	17	1	-	19	1.25

* Assumes that the power is manifested by a 20th-level manifester.

PAIN TOUCH [General]

Source: Sword and Fist, Oriental Adventures

You cause intense pain in an opponent with a successful stunning attack.

Prerequisites: Base attack bonus +2, Stunning fist, Wisdom 19+.

Benefits: Victims of a successful stunning attack is subject to such debilitating pain that they are nauseated for 1 round after being stunned for 1 round as usual. A stunning attack involves a monk's stunning attack power or the use of the Stunning Fist feat. Creatures that are immune to stunning attacks are also immune to this feat, as are any creatures that are more than one size category larger than the feat user.

PERNICIOUS MAGIC [Metamagic]

Source: Forgotten Realms Campaign Setting

You can use the Shadow Weave to make your spells harder for Weave users to counter. Any creature using a spell, spell-like ability, or magic item without the Shadow Weave Magic feat is considered to be a Weave user.

Prerequisite: Shadow Weave Magic.

Benefit: Your spells resist counterspell attempts by Weave users. When a Weave caster tries to counterspell a spell you are casting, he must make a level check (DC 11+ your caster level) to succeed at the counterspell.

This benefit does not extend to spells you cast from the school of Evocation or Transmutation, nor to opponents using *dispel magic* to counterspell (see Tenacious Magic, later in this section).

From now on your ability to counterspell Weave magic is impaired. When you attempt to counter a Weave spell, you must make a level check with a DC 9 + your opponent's caster level to succeed. This penalty does not extend to Enchantment, Illusion, or Necromancy effects. (You counterspell them normally). You may attempt counterspells with *dispel magic* normally.

PERSISTENT POWER [Metapsionic]

Source: Psionics Handbook

You make one of your powers last all day.

Prerequisite: Extend Power.

Benefit: A persistent power has duration of 24 hours. the persistent power must have a personal range or a fixed range; you can't use this feat on a power with variable range, or on a power with an instantaneous duration. Note that you must concentrate on some powers to use their effects (for example, *detect psionics* and *detect thoughts*); concentration on such power is a standard action that does not provoke an attack of opportunity. A persistent power costs a number of power points equal to its standard cost +8.

PERSISTENT SPELL [Metamagic]

Source: Tome and Blood, WoTC page

You make one of your spells last all day.

Prerequisite: Extend Spell

Benefit: A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or a fixed range (for example, *comprehend languages* or *detect magic*). Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You need not concentrate on spells such as *detect magic* and *detect thoughts* to be aware of the mere presence or absence of the thing detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot four levels higher than the spell's actual level.

PERSUASIVE [General]

Source: Song and Silence

You could sell a tindertwig hat to a troll.

Benefit: You gain a +2 bonus on all Bluff and Intimidate checks.

PHALANX FIGHTING [General]

Source: Lords of Darkness

You are trained in fighting in close formation with your allies.

Benefit: If you are using a large shield and a light weapon, you gain a +1 armor bonus that stacks with the bonus provided by your armor and shield. In addition, if you are within 5 feet of an ally who is also using a large shield and light weapon and who also knows this feat, you may form a shield wall. A shield wall provides one-quarter cover (+2 to AC and +1 on Reflex saves) to all eligible characters participating in the shield wall.

PIN SHIELD [General]

Source: Sword and Fist

You know to get inside your opponent's guard by pinning his shield out of the way.

Prerequisites: Base attack bonus +4, Two-weapon fighting.

Benefits: This feat can only be used against an opponent who is using a shield and who is within one size category of you. Make an off-hand attack against an opponent's shield using the normal rules for striking a weapon. If your attack roll is successful, you momentarily pin your opponent's shield with your off-hand weapon, and you may make an immediate attack of opportunity against your opponent with your primary weapon at your full attack bonus. Your foe gains no AC benefit from her shield for this attack. You cannot use this feat if you are fighting with only one weapon.

POINT BLANK SHOT [General]

Source: Player's Handbook

You are skilled at making well-placed shots with ranged weapons at close range.

Benefit: You get a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet.

POWER ATTACK [General]
Source: Player's Handbook

You can make exceptionally powerful melee attacks.

Prerequisite: Strength 13+.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage applies until your next action.

POWER ATTACK-IAIJUTSU [Ancestor]
Source: Oriental Adventures

Your ancestor, Kakita Rensei, was a renowned duelist whose strength was legendary.

Clan: Crane.

Benefit: In an iaijutsu duel, you add an extra 1d6 points of damage to the damage from your Iaijutsu Focus checks.

POWER ATTACK-SHADOWLANDS [Ancestor]
Source: Oriental Adventures

You are descended from Kaiu Gineza, the engineer who not only helped construct the tomb of Iuchiban, but also remained in the tomb to set the last trap.

Clan: Crab.

Benefit: When you use the Power Attack feat against a creature with the Shadowlands type modifier or a character with the Shadowlands Taint, you subtract a number from your melee attack rolls and add 1 1/2 times that number to your melee damage rolls. The normal restrictions of the Power Attack feat apply. You gain no benefit from this ancestor feat if you do not have the Power Attack feat.

This feat is only available in Rokugan.

POWER LUNGE [General]
Source: Sword and Fist, Enemies and Alies

Your ferocious attack may catch an opponent unprepared.

Prerequisites: Base attack bonus +3, Power attack.

Benefits: A successful attack roll during a charge allows you to inflict double your normal Strength modifier in addition to the attack's damage, regardless of whether you're using one- or two-handed weapons. You provoke an attack of opportunity from the opponent you charged.

POWER PENETRATION [Psionic]
Source: Psionics Handbook

Your powers are exceptionally potent, breaking through power resistance more readily than normal.

Benefit: You get a +2 bonus manifester level checks (1d20 + manifester level) to beat a creature's power resistance.

POWER TOUCH [Psionic]
Source: Psionics Handbook

You can make power-enhanced attacks of opportunity.

Prerequisites: Strength 13+, Psionic Fist.

Benefit: You can make attacks of opportunity using any power you know with a range of touch, if you have at least one hand free. The Power touch attack of opportunity does not preclude the normal manifestation of a psionic power during the same round. the power used in conjunction with this feat costs a number of power points equal to its standard cost +2.

Normal: Attacks of opportunity do not involve casting spells or manifesting powers.

Special: Possession of the Quicken Power feat reduces the extra cost of Power touch to 0 points (you still must pay the standard cost for the power used in the attack of opportunity).

POWERFUL VOICE [Ancestor]
Source: Oriental Adventures

You are karmically linked to Utaku, Shinjo's most trusted lieutenant and devoted bodyguard.

Clan: Unicorn.

Benefit: Your powerful speaking voice gives you a +2 bonus on Diplomacy checks and Perform checks when you are speaking or singing.

PRECISE SHOT [General]
Source: Player's Handbook

You are skilled at timing and aiming ranged attacks.

Prerequisite: Point Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without suffering the standard -4 penalty.

PRONE ATTACK [General]
Source: Sword and Fist, Oriental Adventures

You attack from a prone position without penalty.

Prerequisites: Base attack bonus +2, Dexterity 15+, Lightning Reflexes.

Benefits: You can make an attack from the prone position and suffer no penalty to your attack roll. If your attack roll is successful, you may regain your feet immediately as a free action.

Special: Prone Attack is a bonus feat for fighters. It can be taken whenever a fighter is eligible for a bonus feat, as long as the character has met the prerequisites.

PSIONIC BODY [Psionic]
Source: Psionics Handbook

Your mind reinforces your body.

Benefit: At 1st level, you may use your key ability modifier determined by your primary discipline, if a psion, instead of your constitution modifier to determine bonus hit points. At higher levels, your bonus hit points are determined by your constitution, as normal. However, you now gain a +1 hit point everytime you learn a Metapsionic feat.

Special: You may only take this feat as a 1st-level character.

PSIONIC CHARGE [Psionic]
Source: Psionics Handbook

You can charge in a crooked line.

Prerequisites: Wisdom 13+, Speed of Thought, reserve power points 3+.

Benefit: When taking a charge action in combat (see Chap 8 of the PHB), you can make a number of turns, each not more than 90 degrees, equal to your Dexterity modifier. the action still counts as a charge.

PSIONIC DODGE [Psionic]
Source: Psionics Handbook

You are proficient at dodging blows.

Prerequisite: Dexterity 13+, dodge, reserve power points 5+.

Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to AC against attacks from that opponent. this can be the same opponent designated

from standard dodge feat, or a separate opponent. If the same opponent is chosen for both Dodge and Psionic Dodge, the bonuses stack. You can select a new opponent on any action. Note: A condition that makes you lose your Dexterity bonus to AC (if any) does not make you lose your dodge bonus from the Psionic dodge feat. Also, dodge bonuses (such as this one, the one from dodge feat, the one granted by the Mobility feat, and a dwarf's racial bonus to dodge giants) stack with one another, unlike most other type of bonuses.

PSIONIC FIST [Psionic]
Source: Psionics Handbook

You can charge your unarmed strikes with additional damage potential.

Prerequisite: Strength 13+.

Benefit: Your unarmed strikes deal +1d4 points of bludgeoning damage when you ;pay the cost of 1 power point. You must decide whether or not to pay the cost prior to making the melee attack. You hand or foot remains "charged" for a maximum number of rounds equal to your Strength modifier +1, or until you make your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

PSIONIC FOCUS [Psionic]
Source: Psionics Handbook

Your powers within your primary discipline are more potent than normal.

Benefit: Add +2 to the DC for all saving throws against powers from the selected discipline.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new discipline, but a psion must choose his primary discipline the first time he takes this feat.

PSIONIC METABOLISM [Psionic]
Source: Psionics Handbook

Your wounds heal especially rapidly.

Prerequisites: Con 13+, Rapid Metabolism.

Benefit: You convert 1 point of normal damage to 1 point of subdual damage per hour, if you pay the cost of 1 power point per hour. If you are unconscious or dying, Psionic Metabolism does not work.

PSIONIC SHOT [Psionic]
Source: Psionics Handbook

You can charge your ranged attacks with additional damage potential.

Prerequisites: Dexterity 13+, Point Blank Shot.

Benefit: Your ranged shots deal +1d4 points of piercing damage when you pay the cost of +1 power point. You must decide whether or not pay the cost prior to making the ranged attack. Your arrow, bolt, or bullet remains "charged" for a maximum number of rounds equal to your Strength modifier +1, or until you make your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

PSIONIC WEAPON [Psionic]
Source: Psionics Handbook

You can charge your melee weapon with additional damage potential.

Prerequisites: Strength 13+, Power Attack.

Benefit: Your melee weapon does +1d4 points of damage (slashing, piercing, or bludgeoning, as appropriate to the weapon) when you pay the cost of 1 power point. You must decide whether or not to pay the cost prior to making the melee attack. Your weapon remains "charged" for a maximum number of rounds equal to your Strength modifier +1 or until you make your next attack, which occurs first. If your attack misses, the power point expenditure is wasted.

PSYCHIC BASTION [Psionic]
Source: Psionics Handbook

You can raise a fortified defense against psionic attacks.

Benefit: You gain +1 mental hardness against a foe's successful attack when you pay the cost of 3 power points. You decide whether or not to pay the cost after determining the failure or success of the psionic attack to breach your Will save.

You decide what mental hardness increment to use within the range granted by gaining this feat multiple times.

PSYCHIC INQUISITOR [Psionic]
Source: Psionics Handbook

You know when other lie.

Prerequisites: Charisma 13+, Psychoanalyst.

Benefit: When a living humanoid lies directly to you, you perceive it. You detect a maximum number of lies per conversation equal to your Charisma modifier. A conversation with an individual, once concluded, may not be renewed with a Psychic Inquisitor active for a period of 8 hours. You decide when, or if, to begin using this feat during a conversation.

PSYCHOANALYST [Psionic]
Source: Psionics Handbook

Your knowledge of the mind gives you influence with others.

Prerequisite: Charisma 13+.

Benefit: You get a +2 bonus on all Diplomacy, Bluff, and Intimidate checks against living humanoids with an Intelligence score of 4 or higher. You get the same +2 bonus on Charisma checks used to influence or interact with living humanoids having an Intelligence score of 4 or higher.

PYRO [General]
Source: Song and Silence

You're good at lighting objects and opponents on fire.

Benefit: If you set something or someone on fire by any means (alchemist's fire, for example), the flames do an extra 1 point of damage per die, and the Reflex save DC to extinguish the flames increases by +5.

Normal: Fire generally does 1d6 points of damage. A successful Reflex save (DC 15) extinguishes it.

QUICK DRAW [General]
Source: Player's Handbook

You can draw weapons with startling speed.

Prerequisite: Base attack bonus +1 or higher.

Benefit: You can draw a weapon as a free action instead of as a move-equivalent action.

QUICKEN POWER [Metapsionic]
Source: Psionics Handbook

You can manifest a power with a moment's thought.

Benefit: Manifesting a quickened power is a free action. You can perform another action, even manifest another power, in the same round as you manifest a quickened power. You may only manifest one quickened power per round. A power whose time to manifest is more than 1 full

round cannot be quickened. The quickened power costs a number of power points equal to its standard cost +8.

Special: Possession of the Power Touch feat allows the use of that feat and one quickened power in the same round.

QUICKEN SPELL [Metamagic]
Source: Player's Handbook

You can cast a spell with a moment's thought.

Benefit: Casting a quickened spell is a free action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. You may only cast one quickened spell per round. A spell whose casting time is more than 1 full round cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level.

QUICKEN TURNING [Special]
Source: Defenders of the Faith

You can turn or rebuke undead with a moment's thought.

Prerequisites: Ability to turn/rebuke undead, Charisma 13+, Extra Turning.

Benefits: You can turn or rebuke undead as a free action, but with a -4 penalty on both your turning attempt check and turning damage roll. You may still only make one turning attempt per round.

You may use this feat only when you actually attempt to turn or rebuke undead. You may not use it when you power a divine feat.

QUICKER THAN THE EYE [General]
Source: Song and Silence

Your hands can move so quickly that observers don't see what you've done.

Prerequisite: Dexterity 19+.

Benefit: While under direct observation, you can make a Bluff check as a move-equivalent action, opposed by the Spot checks of any observers. If you succeed, your misdirection makes them look elsewhere while you take a partial action. If your partial action is an attack against someone who filed the opposed check, that opponent is denied a Dexterity bonus to AC.

RAPID METABOLISM [Psionic]
Source: Psionics Handbook

Your wounds heal rapidly.

Benefit: You naturally heal a number of hit points per day of rest equal to the standard healing rate + your Con modifier.

RAPID RELOAD [General]
Source: Sword and Fist

You reload a crossbow more quickly than normal.

Prerequisites: Base attack bonus +2, proficiency with the crossbow used.

Benefits: You can reload a hand crossbow or light crossbow as a free action that provokes an attack of opportunity. You may reload a heavy crossbow as a move-equivalent action that provokes an attack of opportunity. You can use this feat once per round.

RAPID SHOT [General]
Source: Player's Handbook

You can use ranged weapons with exceptional speed.

Prerequisites: Point Blank Shot, Dexterity 13+.

Benefit: You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack (the extra one and the normal ones) suffers a -2 penalty. You must use the full attack action to use this feat.

RANGED EXPERTISE [General]
Source: Monte Cook Page

You are trained at using your ranged combat skill for defense as well as offense.

Prerequisite: Intelligence 13+

Benefit: When using an attack action or full attack action with a ranged weapon, the character can take a penalty of as much as -5 on the = attack and add the same number (up to +5) to his or her Armor Class against either ranged or melee attacks. This number may not exceed the character's base attack bonus. The changes to attack rolls and Armor Class last until the character's next action. The bonus to the character's Armor Class is a dodge bonus.

REACH SPELL [Metamagic]
Source: Defenders of the Faith

You can cast touch spells without touching the target.

Benefits: You may cast a spell that normally has a range of "touch" at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

REACTIVE COUNTERSPELL [General]
Source: Magic of Faerûn

You can react quickly to conterspells cast by opponents.

Prerequisite: Improved Counterspell, Improved Initiative.

Benefit: Once per round, you can counterspell an opponent's spell even if you have not readied an action to do so. This counterspell's action takes the place of your regular action for the round. You can't use this feat while flat-footed.

Normal: Without this feat, you must ready an action each round you wish to use a counterspell (see Player's Handbook, pg. 152).

RECKLESS OFFENSIVE [General]
Source: Enemies and Allies.

You lower your guard in order to make a telling attack.

Prerequisites: Base attack bonus +2 or higher, Power Attack.

Benefit: On your action, before making attack rolls for a round, you may choose to take a -4 penalty to your AC during the round to gain a +2 competence bonus on all melee attacks in the same round. The penalty to AC and bonus on melee attacks apply until your next action. You cannot use a Reckless Offensive with ranged attacks.

RED HEAD [General]
Source: Ravenloft Campaign Setting

According to the folklore of some domains, people born with red hair have been marked by the fey.

Prerequisite: Wisdom 11+.

Benefit: Choose one 1st-level or two 0-level druid spells. The spell (or orisons) must be chosen when the feat is taken and cannot be changed later. You can cast this spell (or each orison) once a day, as a druid equals to your character level. Like a druid, you must select a time of day when you regain the spell, but you do not need to

spend time preparing it. This is a spell-like ability.

Special: You may take this feat only at the beginning of the game. You don't need to take this feat to have red hair, but you do need to be born a redhead to take this feat.

REINCARNATED [General]
Source: Ravenloft Campaign Setting

You have vague, dreamlike memories of a former life. You even possess skills you've never knowingly learned.

Benefit: Choose a nonrestricted skill you do not have as a class skill. That skill is always considered a class skill for you. Your spirit was reborn because it emotionally linked to a creature that has lingered in this world. If you ever encounter your "soul mate", it will instinctually recognize you, and you gain a +2 bonus to Charisma-based skill checks when interacting with it.

Special: You may take this feat only at the beginning of the game.

REQUIEM [General]
Source: Song and Silence

Your bardic music affects undead creatures.

Prerequisites: Bardic music ability, 12+ ranks in Perform.

Benefit: You can extend your mind-affecting bardic music and virtuoso performance affects so that they influence even the undead. All bardic music effects on undead creatures have only half of duration they normally would against the living.

Normal: Undead is usually immune to mind-influencing effects.

REMAIN CONSCIOUS [General]
Source: Sword and Fist, Oriental Adventures

You have a tenacity of will that supports you even when things look bleak.

Prerequisites: Base attack bonus +2, Endurance, Iron Will, Toughness.

Benefits: When your hit points are reduced to 0, you may take one partial action on your turn every round until you reach -10 hit points, , or your hit point total returns to 0 or higher. If stabilized, you can continue to take partial actions, but the first partial action you take revokes the stabilization. If you reach -10 hit points, you die.

REPEAT SPELL [Metamagic]
Source: Tome and Blood

You can cast a spell that repeats the following round.

Prerequisite: Any other metamagic feat.

Benefits: A repeated spell is automatically cast again at the beginning of your next turn in the round. No matter where you are, the second spell originates from the same location and affects the same area as the original spell. You cannot use this feat on spells with a touch range. If the original spell designates a target, the repeated spell affects the same target if it is within 30 feet of its original position; otherwise the second spell fails. A repeated spell uses up a spell slot three levels higher than the spell's actual level.

RESIST POISON [General]
Source: Forgotten Realms Campaign Setting

Over years, some among your people carefully expose themselves to poisons in controlled dosages in order to build up immunity to their effects. A few are thereby weakened, but the strong adjust.

Regions: Gray dwarf, half-orc, and orc.

Benefit: You get a +4 bonus on Fortitude saving throws against poison.

Special: You may only take this feat as a 1st level character.

RESIST POISON [Ancestor]
Source: Oriental Adventures

Your ancestor, Agasha Kitsuki, founded the fourth family of the Dragon clan and a school for magistrates renowned for teaching skills of investigation and deduction.

Clan: Dragon.

Benefit: You gain a +4 bonus on Fortitude saving throws against poison.

RESIST TAINT [Ancestor]
Source: Oriental Adventures

You are descended from Kuni, the founder of the Kuni family, a scholar of - and mighty warrior against - the Shadowlands.

Clan: Crab.

Benefit: You gain a +4 bonus on all Fortitude saving throws to determine whether you acquire the Shadowlands Taint.

This feat is only available in Rokugan.

RETURN SHOT [Psionic]
Source: Psionics Handbook

You can return incoming arrows, as well as crossbow bolts, spears, and other shot or thrown weapons.

Prerequisite: Dexterity 13+, Point blank shot, Psionic Shot, Reserve power points 5+.

Benefit: You need not have a free hand (holding nothing) to use this feat, but you must relinquish a two-handed hold on a single item or drop a shield as a free action. Once per round when you would normally be hit with a ranged weapon, you may make a Reflex save (DC 20; if the ranged weapon has an enhancement bonus to attack, the DC increases by that amount.). If you succeed, you snatch the ranged weapon. You must be aware of the attack and not flat-footed, and you cannot already have acted in the round. you may use this feat once in any given round.

Snatching a ranged weapon or ammunition (such as an arrow, bolt, or sling bullet) counts as a free action. If you successfully retrieve a bolt, arrow or sling bullet, you can load and fire it back at your foe if you hold the appropriate weapon. A bow requires a move-equivalent action, a crossbow requires a standard action, and a thrown weapon such as a spear or a knife is a free action

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to throw back. If you are not holding a ranged weapon suitable to the snatched ammunition in your off hand, you cannot return the attack.

You make the return attack at a bonus equal to half your foe's ranged attack bonus (round down) + you full ranged attack bonus. Exceptional ranged weapons, such as boulders hurled by giants or *Melf's acid arrows*, can't be snatched.

Special: If you also have the Deflect arrows feat (See the PHB), you make return attacks at bonus equal to your foe's full ranged attack bonus + your full attack bonus.

RIDE-BY ATTACK [General]
Source: Player's Handbook

You are skilled at fast attack from horseback.

Prerequisites: Ride skill, Mounted Combat.

Benefit: When you are mounted and use the charge action, you may move and attack as with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed doubles your mounted speed. You do not provoke an attack of opportunity from the opponent that you attack.

ROUNDABOUT KICK [General]
Source: Oriental Adventures

You can follow up on a particularly powerful unarmed attack with a mighty kick, spinning in a complete circle before landing the kick.

Prerequisites: Strength 15+, Power Attack, Improved Unarmed Strike.

Benefit: If you strike a successful critical hit with an unarmed attack, you can immediately make an additional unarmed attack against the same opponent, as if you hadn't used your attack for the critical hit. You used the same attack bonus that you used for the critical hit. For example, Bujiko can make three unarmed attacks in a round, at a base attack bonuses of +9, +6, and +3. If she gets a critical on her second attack, she can make an additional attack using her +6 base attack bonus. She then makes her third attack (at +3) as normal.

RUN [General]
Source: Player's Handbook

You are fleet of foot.

Benefit: When running, you move five times normal speed instead of four times normal speed. If you make a running jump, increase the distance or height cleared by one-fourth, but not past the maximum.

SACRED SPELL [Metamagic]
Source: Defenders of the Faith

Your damaging spells are imbued with divine power.

Benefits: Half of the damage dealt by a sacred spell results directly from divine power, and is therefore not subject to being reduced by protection or similar spells. The other half of the damage dealt by the spell is as normal for the spell. A sacred spell uses up a spell slot two levels higher than the spell's actual level. Only divine spells can be cast as sacred spells.

SADDLEBACK [General]
Source: Forgotten Realms Campaign Setting

Your people are as comfortable riding as walking.

Regions: Cormyr, Hordelands, Narfell, and the North Western Heartlands.

Benefit: You receive a +3 bonus on all Ride checks.

SADDLEBACK [Ancestor]
Source: Oriental Adventures

You have an unique karmic tie to Moto Chai, one of the greatest riders ever to live, even by Unicorn standards.

Clan: Unicorn.

Benefit: You receive a +3 bonus on all Ride checks.

SANCTUM SPELL [Metamagic]
Source: Tome and Blood

Your spells have a home ground advantage.

Prerequisites: Any other metamagic feat.

Benefits: A sanctum spell has an effective spell level one level higher than normal if cast in your sanctum (see Special, below) - but if not cast in the sanctum, it has an effective spell level one level lower than normal. All effects dependent on spell levels (such as save DCs or the ability to penetrate a minor globe of invulnerability) are calculated according to the adjusted level. A sanctum spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: Your sanctum is an area you have previously designated within a 10-foot/level radius from the center. This area can be a particular site, building, or structure. A sanctum can be designated within a larger structure, but its special advantages cut off beyond the maximum area. The designated area must be a site where you have spent a cumulative period of at least three months. Once designated, it takes seven days for the site to become a sanctum. If you designate a new area to be your sanctum, the benefits of the old one immediately fade. You may have only a single sanctum at one time.

SCHOLAR OF NATURE [Ancestor]
Source: Oriental Adventures

You are descended from Asako Hanasaku, a great scholar who threw himself into the study of medicine, herbs, and poison.

Clan: Phoenix.

Benefit: You gain a +2 bonus on Alchemy and heal checks.

SCRIBE SCROLL [Item Creation]
Source: Player's Handbook

You can create scrolls, from which you or another a spellcaster can cast the scribed spells.

Prerequisite: Spellcaster level 1st +.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes 1 day for each 1,000 gp in its base price. The base price of a scroll is its spell level multiplied by its caster level multiplied by 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing half of this base price.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

SCRIBE TATTOO [Item Creation]
Source: Psionics Handbook

You can create psionic tattoos, also called psionic circuits, which store psionic powers within their designs (see Chapter 7 of the PsiHB).

Prerequisite: Manifester level 3rd+.

Benefit: You can create a psionic tattoo of any psionic power of 3rd level or lower and that targets a creature or

creatures (see Special, below). Scribing a psionic tattoo takes one day. When you create a psionic tattoo, you set the manifester level. The manifester level must be sufficient to manifest the power in question and no higher than your own level. The base price of a psionic tattoo is its power level x its manifester level x 50gp (inscribing a 0-level power costs 25gp). to scribe a tattoo, you must spend 1/25 of this price in XP and use up raw materials (special inks, masterwork needles, and so on) costing half of this base price.

When you create a psionic tattoo, you make any choices that you would normally make when manifesting the power. When its wearer physically activates the tattoo, the wearer is the target of the power.

Any psionic tattoo that stores a power with an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must pay the XP when creating the tattoo.

Special: All Psychometabolism powers are an exception to the target criteria, and may be inscribed into a tattoo despite the fact that they are personal powers.

SCULPT SPELL [Metamagic]
Source: Tome and Blood

You can alter the shape of a spell's area.

Prerequisite: Any other metamagic feat.

Benefits: You can modify an area spell by changing the area's shape. The new area must be chosen from the following list: cylinder (10-foot radius, 30 feet high), 40-foot cone, four 10-foot cubes, or a ball (20-foot radius spread). The sculpted spell works normally in all respects except for its shape.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

SEA LEGS [Ancestor]
Source: Oriental Adventures

You are descended from Yasuki Fumoki, a notorious pirate who preyed on Crane merchant ships off the coast.

Clan: Crab.

Benefit: You gain a +2 bonus on Balance and Profession (sailor) checks.

SHADOW [General]
Source: Song and Silence

You are good at following someone surreptitiously.

Benefit: You gain a +2 competence bonus on Hide and Spot checks made while following a specific person.

SHADOW WEAVE MAGIC [General]
Source: Forgotten Realms Campaign Setting

You have discovered the dark and dangerous secret of the Shadow Weave.

Prerequisites: Wisdom 13+ or patron deity Shar.

Benefit: From now on, your spells tap the Shadow Weave instead of the Weave. You also can activate magic items that use the Shadow Weave without taking damage.

Add a +1 bonus to the DC for all saving throws of the spells you cast from the schools of Enchantment, Illusion and Necromancy, and spells with the darkness descriptor. You get a +1 bonus on caster level check to overcome spell resistance to these school and spells.

The Shadow Weave proves less than optimal for effects involving energy or matter. Your effective caster level for spells you cast from the schools of Evocation and Transmutation (except spells with the darkness description) is reduced by one. (First-level Shadow Weave users cannot cast spells from these schools.) The reduced caster level affects the spell's range, duration, damage, and any other level-dependent variables the spells might have, including dispel checks against you.

You can no longer cast spells whit the light descriptor, no matter what level you are. Such spells automatically fail. Your ability to use magical items that produce light effects is also limited — you cannot invoke an item's activation method is spell trigger or spell completion.

From now on, any magic item you create is a Shadow Weave item (see Chapter 2: Magic)

Special: Knowledge of the Shadow Weave has a price. When you acquire this feat, your Wisdom score is immediately reduced by 2 points. If this loss or any future Wisdom loss reduces your Wisdom score to less than 13, you still have the feat. (This is an exception to the general rule governing feats with prerequisites.)

Restorative spell (such as *restoration* or *greater restoration*) does not reverse the Wisdom loss. You can, however, strike a deal whit Shar, the goddess who hold sway over the Shadom Weave, to regain your loss of Wisdom. You must receive an *atonement* spell from a cleric of Shar. Sharran clerics require the subject to complete a dangerous quest before receiving the *atonement,* and afterward you must choose her as your patron. (The usual quest is to destroy a follower of Selûne whose level is at least as high as yours.) If you later change your patron, you immediately suffer the Wisdom loss. If you take Shar back again as your patron deity, it is not regained.

SHARP-SHOOTING [General]
Source: Sword and Fist

Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.

Prerequisites: Base attack bonus +3, Point Blank Shot, Precise Shot.

Benefits: You gain a +2 bonus to your ranged attack rolls against targets with some degree of cover. This feat has no effect against foes with no cover or total cover.

SHIELD CHARGE [General]
Source: Defenders of the Faith

You deal extra damage if you use your shield as a weapon when charging.

Prerequisites: Power Attack, Improved Shield Bash.

Benefits: When you attack with your shield as part of a charge action, you inflict double normal damage.

SHIELD EXPERT [General]
Source: Sword and Fist

You use a shield as an off-hand weapon while retaining its armor bonus.

Prerequisites: Base attack bonus +3, shield proficiency.

Benefits: You may make an off-hand attack with your shield while retaining the shield's AC bonus for that round.

SHIELD PROFICIENCY [General]
Source: Player's Handbook

You are proficient with shields.

Benefit: You can use a shield and suffer only the standard penalties.

Normal: A character who is using a shield with which he or she is not proficient suffers the shield's armor check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers have this feat for free. Monks, rogues, sorcerers, and wizards do not.

SHOT ON THE RUN [General]
Source: Player's Handbook
You are highly trained in skirmish ranged weapon tactics.

Prerequisites: Point Blank Shot, Dexterity 13+, Dodge, Mobility.

Benefit: When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than the character's speed.

SIGNATURE SPELL [General]
Source: Forgotten Realms Campaign Setting
You are so familiar with a mastered spell that you can convert other prepared spells into that spell.

Prerequisite: Spell Mastery.

Benefit: Each time you take this feat, choose a spell you have mastered with Spell Mastery. You may now convert prepared arcane spells of that spell's level or higher into that signature spell, just as a good cleric spontaneously casts prepared spells as *cure* spells.

Special: You may gain this feat multiple times. Each time you take this feat, it applies to a new mastered spell.

SILENT SPELL [Metamagic]
Source: Player's Handbook
You can cast spells silently.

Benefit: A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Special: Bard spells cannot be enhanced by this metamagic feat.

SILVER PALM [General]
Source: Forgotten Realms Campaign Setting
Your culture is based on haggling and the art of the deal.

Regions: Amn, Dragon Coast, Great Dale, Impiltur, Moonsea, Sembia, the Shaar, Thesk, Vilhon Reach, and gold dwarf, gray dwarf.

Benefit: You get a +2 bonus on all Appraise and Bluff checks.

SILVER TONGUE [Ancestor]
Source: Oriental Adventures
Your ancestor, Mirumoto Kaijuko, was the first woman to become daimyo of the Mirumoto family. At the age of 16, she defeated her uncle in a duel to claim leadership of the family.

Clan: Dragon.

Benefit: You gain a +2 bonus on Bluff and Diplomacy checks.

SIMPLE WEAPON PROFICIENCY [General]
Source: Player's Handbook
You understand how to use all types of simple weapons in combat.

Benefit: You make attack rolls with simple weapons normally.

Normal: A character who uses a weapon without being proficient with it suffers a -4 penalty on attack rolls.

Special: All characters except for druids, monks, rogues, and wizards are automatically proficient with all simple weapons.

A wizard who casts the spell *Tenser's Transformation* on herself gains proficiency with all simple weapons for the duration of the spell.

SKILL FOCUS [General]
Source: Player's Handbook
Choose a skill. You have a special knack with that skill.

Benefit: You get a +2 bonus on all skill checks with that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

SMOOTH TALK [General]
Source: Forgotten Realms Campaign Setting
Your people are accustomed to dealing with strangers and foreigners without needing to draw weapons to make their point.

Regions: Luiren, Silverymoon, Thesk, Waterdeep, gold dwarf, and lightfoot halfling.

Benefit: You gain a +2 bonus on all Diplomacy and Sense Motive checks.

SMOOTH TALK [Ancestor]
Source: Oriental Adventures
You are descended from Doji Taehime, a Crane ambassador to the Scorpion court - a courtier skilled at discovering falsehoods and uncovering plots.

Clan: Crane.

Benefit: You gain a +2 bonus on Diplomacy and Sense Motive checks.

SNAKE BLOOD [General]
Source: Forgotten Realms Campaign Setting
The taint of the yuan-ti runs in your veins. No outward signs give away your heritage, but you are something more-or less- than entirely human.

Regions: Chult, Tashalar, the Vilhon Reach (Hlondeth only).

Benefit: You get a +2 bonus on Fortitude saving throws against poison and a +1 bonus on all Reflex saving throws.

Special: You may only take this feat as a 1st level character.

SNATCH ARROWS [General]
Source: Sword and Fist
You are adept at grabbing incoming arrows, as well as crossbow bolts, spears, and other projectile or thrown weapons.

Prerequisites: Base attack bonus +3, Deflect Arrows, Dexterity 15+, Improved Unarmed Strike.

Benefits: You must have at least one hand free (holding nothing) to use this feat. When using the Deflect Arrows feat, you may catch the weapon instead of just deflecting it. Thrown weapons such as spears or axes can be thrown back at the original attacker as an immediate free action or kept. Projectile weapons such as arrows or bolts can be fired back normally on your next turn or later, if you possess the proper kind of bow or crossbow.

SNATCH WEAPON [General]
Source: Song and Silence
You can disarm an opponent, then pluck the weapon from midair.

Prerequisite: Improved Disarm.

Benefit: If you succeed in disarming an opponent and

you have a free hand, you can grab the weapon yourself instead of letting it fall. If you can wield that weapon in one hand, you can immediately make a single attack with it, though you suffer the usual penalties for a second attack with an off-hand weapon.

Normal: After a successful disarm attempt, the weapon winds up at the defender's feet, unless you attempted the disarm attack while unarmed.

SOUL OF HONOR [Ancestor]
Source: Oriental Adventures

Your ancestor Shinjo Martera, the firstborn son of Shinjo, was the living incarnation of *bushido* for the Unicorn, utterly without fault or failing.

Clan: Unicorn.

Benefit: You are aware of any action or item that could adversely affect your honor or your alignment, including magical effects. A moment's contemplation allows you to discern such information before performing such an action or becoming associated with such an item.

SOUL OF LOYALTY [Ancestor]
Source: Oriental Adventures

Your ancestor, Mirumoto Tokeru, was renowned for his loyalty to his twin brother, Ryudumu.

Clan: Dragon.

Benefit: You gain a +4 bonus on Will saving throws against compulsion effects.

SOUL OF SINCERITY [Ancestor]
Source: Oriental Adventures

You are descended from the famous Scorpion daimyo Bayushi Tangen, author of *Lies* and *Little Truths.*

Clan: Scorpion.

Benefit: You gain a +4 bonus on Sense Motive checks and a -2 penalty on Bluff checks.

SPEED OF THOUGHT [Psionic]
Source: Psionics Handbook

You move faster.

Prerequisite: Wisdom 13+, reserve power points 1+.

Benefit: Your base speed is equal your normal speed +10.

Special: You can take this feat multiple times. Each time increases your base speed by 10 feet and increases prerequisite of reserve power points by 4. For instance, if Ma'varkith takes speed of Thought three times, her speed is equal to her normal speed +30. If her reserve power points are 9 or more, +2 if her reserve power points are 5 or more, or her normal speed +10 if her reserve power points are 1 or more.

SPELL FOCUS [General]
Source: Player's Handbook

Choose a school of magic, such as Illusion. The character's spells of that school are more potent than normal.

Benefit: Add +2 to the Difficulty Class for all saving throws against spells from the school of magic you select to focus on.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

SPELL GIRDING [General]
Source: Magic of Faerûn

Your spells are particularly hardy, resisting dispel checks more readily than normal.

Prerequisite: Any dispel checks against your spells are made with a –2 penalty.

SPELL MASTERY [Special]
Source: Player's Handbook

You can prepare spells for the day without reading your spellbook.

Prerequisite: Spell Mastery is available only to wizards.

Benefit: Each time the wizard takes this feat, choose a number of spells equal to the wizard's Intelligence modifier (they must be spells that the wizard already knows). From that point on, the wizard can prepare those spells without referring to a spellbook.

SPELL PENETRATION [General]
Source: Player's Handbook

Your spells are especially potent, breaking through spell resistance more readily than normal.

Benefit: You get a +2 bonus to caster level checks (1d20+caster level) to beat a creature's spell resistance.

SPELL POWER [Ancestor]
Source: Oriental Adventures

Your lineage traces back to the young shugenja Kuni Osaku, who single-handedly held off a massive army of oni at the Battle of the Cresting Wave. Her spell summoned a tsunami and made the Seigo no Kamae river impassible for seventy-three days while the Crab built the Kaiu Wall, but its powerful magic cost Osaku her life.

Clan: Crab.

Benefit: Three times per day, you can cast a spell with extraordinary power. Add +1 to the saving throw Difficulty Class for these spells.

SPELL SPECIALIZATION [General]
Source: Tome and Blood

You deal more damage with ray or energy missile spells.

Prerequisites: Weapon Focus (ray or energy missile spells), Spellcaster level 4th+.

Benefits: Your damage-dealing spells that make a ranged touch attack gain a +2 damage modifier. The damage bonus only applies if the target is within 30 feet, because only at that range can you strike precisely enough to hit more effectively.

Special: You can gain this feat twice: once for ray spells and once for energy missile spells. Its effects do not stack.

SPELL THEMATICS [General]
Source: Magic of Faerûn

Your spells have a distinct visual or auditory effect in their manifestation.

Prerequisite: Must be able to cast at least one illusion spell.

Benefit: choose a theme for your spellcasting, such as "ice" of "fire" or "screaming skulls". All spells you cast have this theme in the manifestation of their effects, although this does not actually change the spell in any way. You cannot use this feat to make your spell manifestations invisible, and it never causes your spells to deal more damage because of the visual change (you may still cast spells without this thematic manifestation if you choose).

For example, if your theme is "fire", than your *magic missile* spell might appear to produce bolts of fire, although the bolts are still a force effect and cause normal damage,

not fire damage. If your theme is "screaming skulls", your *fireball* might manifest as a small screaming skull that impacts the target and explodes into a fiery ball that momentarily resembles a 20-foot-radius burning skull, although it causes damage exactly like a standard *fireball* (and doesn't cause any sonic damage, despite the screaming of the skull).

Add +5 to the DC of any spellcraft check made to identify a spell cast in this manner.

SPELLCASTER SUPPORT [Ancestor]
Source: Oriental Adventures

Your ancestor, Shiba Kaigen, was a samurai who used his knowledge of spellcraft to help defend a mountain passage from a Lion invasion.

Clan: Phoenix

Benefit: You can use the Aid Another action, making a spellcraft check against DC 10, to add +2 to the Difficulty Class of an allied shugenja's spell.

SPELLCASTING PRODIGY [General]
Source: Forgotten Realms Campaign Setting

You have an exceptional gift for magic.

Benefit: For the purpose of determining bonus spells and the saving throw DCs of spells you cast, treat your primary spellcasting ability score (Charisma for bards and sorcerers, Wisdom for divine spellcasters, Intelligence for wizards) as 2 points higher than its actual value. If you have more than one spellcasting class, the bonus applies to only one of those classes.

Special: You may only take this feat as a 1st-level character. If you take this feat more than once (for example, if you are a human or another type of creature that gets more than one feat at 1st level), it applies to a different spellcasting class each time. You can take this feat even if you don't have any spellcasting classes yet.

SPELLFIRE WIELDER [General]
Source: Magic of Faerûn

You are one of the rare people who have the innate talent to control raw magic in the form of spellfire.

Benefit: You can use spellfire to absorb spell energy, fire destructive blasts, or heal others, as described in the Spellfire section of Chapter 2.

Special: You can only take this feat as a 1st-level character. Acquiring this feat requires the approval of the DM.

SPIRITED CHARGE [General]
Source: Player's Handbook

You are trained at making a devastating mounted charge.

Prerequisites: Ride skill, Mounted Combat, Ride-By Attack.

Benefit: When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

SPLIT RAY [Metamagic]
Source: Tome and Blood

You can affect two targets with a single ray.

Prerequisite: Any other metamagic feat.

Benefits: You can split spells that specify a single target and make a ranged touch attack. Only spells that deal damage can be affected by this feat. The split ray affects any two targets that are both within the spell's range and within 30 feet of each other. Each target takes half as much damage as normally indicated (round down). If desired, you can have both rays attack the same target. A split ray uses up a spell slot of the spell's normal level, modified by any other metamagic feats.

SPRING ATTACK [General]
Source: Player's Handbook

You are trained in fast melee attacks and fancy footwork.

Prerequisites: Dexterity 13+, Dodge, Mobility, base attack bonus +4 or higher.

Benefit: When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke an attack of opportunity from the defender you attack. You can't use this feat if you are in heavy armor.

STAND STILL [Psionic]
Source: Psionics Handbook

You can prevent foes from fleeing or closing.

Prerequisites: Strength 13+, reserve power points 1+.

Benefit: When a foe's movement would otherwise grant you an attack of opportunity, you may give up that attack and instead attack you foe prior to your foe's movement. This is akin to a readied action, but Stand still doesn't affect your initiative count or actual readied actions, if any. The foe must succeed at a fortitude save against a DC equal to 10 + the damage you deal, or be unable to move into or out the area you threaten - essentially, this ends the movement of a foe who is fleeing (if you are normally allowed an attack of opportunity against the fleeing foe). Since you use the Stand Still feat in place of your attack of opportunity, you may only do so a number of times per round equal to the number of times per round you could make an attack of opportunity (normally just one).

Normal: Attacks of opportunity occur after a foe has already moved within the area you threaten; thus, you are unable to affect their movement with an attack.

STEALTHY [General]
Source: Forgotten Realms Campaign Setting

Your people are known for their stealthiness.

Regions: Drow elf, half orc, ghostwise halfling, lightfoot halfling, and strongheart halfling.

Benefit: You gain a +2 bonus in all Hide and Move Silently checks.

STILL SPELL [Metamagic]
Source: Player's Handbook

You can cast spells without gestures.

Benefit: A still spell can be cast with no somatic components. Spells without somatic components are not affected. A still spell uses up a spell slot one level higher than the spell's actual level.

STREET SMART [General]
Source: Forgotten Realms Campaign Setting

You have learned how to keep informed, ask questions, and interact with the under world without raising suspicions.

Regions: Amn, Calinshan, Moonsea, and Unther.

Benefit: You get a +2 bonus on all Bluff and Gather Information checks.

STRENGTH OF THE CHARGER [Ancestor]
Source: Oriental Adventures

You share the spirit of Utaku Shiko, the founder of the Utaku Battle Maiden tradition.

Clan: Unicorn.

Benefit: You gain a +2 bonus on all Fortitude saves and +1 to your hit point total.

STRENGTH OF THE CRAB [Ancestor]

Source: Oriental Adventures

You claim descent from Hida, the first Crab.

Clan: Crab.

Benefit: When fighting side by side with at least one other Crab character, you gain a +1 morale bonus on attacks rolls and on saves against fear effects.

STRONG SOUL [General]

Source: Forgotten Realms Campaign Setting

You souls of your people are hard to separate from their bodies.

Regions: Dalelands, Moonshaes, deep gnome, ghostwise halfling, lightfoot halflings, moon elf, rock gnome, strongheart halfling, sun elf, wild elf, wood elf.

Benefit: You get a +1 bonus on all Fortitudes and Will saves and an additional +1 bonus on saving throws against energy draining and death effects.

STRONG SOUL [Ancestor]

Source: Oriental Adventures

You claim descent from Moto Soro, the simple peasant who earned his place among samurai and founded the Moto family.

Clan: Unicorn.

Benefit: You get a +1 bonus on all Fortitude and Will saves and an additional +1 bonus against energy draining and death effects.

STUNNING FIST [General]

Source: Player's Handbook

You know how to strike opponents in vulnerable areas.

Prerequisites: Dexterity 13+, Improved Unarmed Strike, Wisdom 13+, base attack bonus +8 or higher.

Benefit: Declare that you are using the feat before making an attack roll (thus, a missed attack roll ruins the attempt). It forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + one-half the character's level + Wisdom modifier), in addition to dealing damage normally. If the defender fails his saving throw, he is stunned for 1 round (until just before the character's next action). A stunned character can't act and loses any Dexterity bonus to Armor Class. Attackers get a +2 bonus on attack rolls against a stunned opponent. You may attempt a stunning attack once per day for every four levels attained, and no more than once per round.

Special: Attacks using Stunning Fist are in addition to any stunning attacks already possessed by a character such as a monk.

SUBDUAL SUBSTITUTION [Metamagic]

Source: Tome and Blood

You can modify a spell that uses energy to deal damage to deal subdual damage instead.

Prerequisites: Any other metamagic feat, 5 ranks in Knowledge (arcana).

Benefits: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with the chosen designator to inflict subdual damage instead of energy damage. The subdual spell works normally in all respects except the type of damage dealt.

A subdual spell uses a spell slot of the normal level, modified by any other metamagic feats.

SUBSONICS [General]

Source: Song and Silence

Your music can affect even those who do not consciously hear it.

Prerequisites: Bardic music ability, 10+ ranks in Perform.

Benefit: You can play so softly that opponents do not notice it, yet your allies still gain all the usual benefits from your bardic music. Similarly, you can affect opponents within range with your music, and unless they cam see you performing or have some other means of discovering it, they cannot determine the source of the effect.

SUNDER [General]

Source: Player's Handbook

You are skilled at attacking other's weapons.

Prerequisites: Strength 13+, Power Attack.

Benefit: When you strike at an opponent's weapon, you do not provoke an attack of opportunity.

SUPERIOR EXPERTISE [General]

Source: Oriental Adventures

You have mastered the art of defense in combat.

Prerequisites: Intelligence 13+, Expertise, base attack bonus +6 or higher.

Benefit: When you use the Expertise feat to improve your Armor Class, the number you subtract from your attack and add to your AC can be any number that does not exceed your base attack bonus (Without this feat, the number can be no greater than +5).

Special: Superior Expertise is a bonus feat for fighters. It can be taken whenever a fighter is eligible for a bonus feat, as long as the character has met the prerequisites.

SURVIVOR [General]

Source: Forgotten Realms Campaign Setting

You people thrive in regions that others find uninhabitable, and excel at uncovering the secrets of wilderness and surviving to tell the tale.

Regions: Anauroch, Chondalwood, Chult, Damara, Hordelands, Moonshaes, Narfell, the North, the Shaar, Rashemen, Silverymoon, Vaasa, Vilhon Reach, Western Heartlands, deep gnome, drow elf, lightfoot halfling, ghostwise halfling, shield dwarf, wild elf.

Benefit: You get a +1 bonus on Fortitude saves and a +2 bonus on all Wilderness Lore checks.

TALENTED [Psionic]

Source: Psionics Handbook

You can manifest more 0-level powers for free.

Prerequisite: Inner Strength.

Benefit: You can manifest three more 0-level powers for free per day than normal.

TATTOO FOCUS [Special]

Source: Forgotten Realms Campaign Setting

You bear the powerful magic of a Red Wizard of Thay

Prerequisites: Specialized school of magic.

Region: Thay.

Benefit: Add +1 to the DC for all saving throws against spells from you specialized school. You get a +1 bonus on caster level checks (1d20 + caster level) to beat a creature's spell resistance when casting spells from that school.

Special: Only characters whit the tattoo focus feat can participate in Read Wizards' circles.

TATTOO MAGIC [Item Creation]
Source: Lords of Darkness
You can create tattoos that store spells.

Prerequisite: Craft (calligraphy) or Craft (painting) skill, spellcaster level 3rd+.

Benefit: You can create single-se magic tattoos.

You can create a tattoo of any spell of 3rd level or lower that you know and that targets a creature or creatures. Creating a tattoo takes 1 hour, and it must be inked onto the creature with a corporeal body. When you create a tattoo, you set the caster level. The caster level must be sufficient to cast the spell in question and no higher than your own level. The base price of a tattoo is its spell level X its caster level X 50 gp. To create a tattoo, you must spend 1/25 of its base price in XP and use up raw materials costing half this base price.

When you create a tattoo, you make any choice that you would normally make when casting the spell. The bearer of the tattoo is the only one who can activate it and is always the target of the spell. Activating a tattoo requires the creature to touch the tattoo with either hand (the hand does not need to be empty). Activating a tattoo is a standard action that does not draw an attack of opportunity.

Any tattoo that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the tattoo.

Normally a magic tattoo uses a magic item space on the creature's body. For example, a creature with a tattoo on one of its hands could not gain the benefits from a magic glove on that hand. Likewise, a creature with a magic tattoo on its back does not receive the benefits of a magic cloak, cape, or mantle. In effect, the magic tattoo is always the first item "worn" on that part of the body, negating the effects of all other items. A tattoo can be created that does not use a magic item space, but the base price of such a tattoo is double the normal value.

A magic tattoo can be erased with an Erase spell as if it were magic writing. Failing to erase the tattoo does not activate it.

TENACIOUS MAGIC [Metamagic]
Source: Forgotten Realms Campaign Setting
You can use the Shadow Weave to make your spells harder for Weave user to dispel. Any magic-wielding creature without the Shadow Weave Magic feat is considered a Weave user.

Prerequisites: Shadow Weave Magic

Benefit: Your spells resist dispelling attempts by weave users. When a Weave caster makes a dispel checks to dispel one of your spells (including using *dispel magic* to counterspell a spell you are casting), the DC is 15 + your caster level. This feat does not extend to spells you cast from the school of Evocation or Transmutation.

From now on your ability to dispel Weave magic is impaired. When you make a dispel check to dispel a Weave spell (or use dispel magic to courterspell an opponent's spell), the DC is 13 + the opponent's caster level. This penalty does not extend to Enchantment, Illusion, or Necromancy effects, which you can dispel normally.

THROW ANYTHING [General]
Source: Sword and Fist
In your hands, any weapon becomes a deadly ranged weapon.

Prerequisites: Base attack bonus +2, Dexterity 15+.

Benefits: You can throw any weapon you can use, regardless of whether it is intended to be used as a ranged weapon. The range increment of weapons used in conjunction with this feat is 10 feet.

THUG [General]
Source: Forgotten Realms Campaign Setting
Your people know how to get the jump on the competition and push other people around. While others debate, you act.

Regions: Calimshan, Dragon Coast, Moonsea, Nelanther Isles, Unther, the Vast, Vilhon Reach, and Waterdeep.

Benefit: You get a +2 bonus on Initiative checks, and a +2 bonus on Intimidate checks.

THUNDER TWIN [General]
Source: Forgotten Realms Campaign Setting
You are one of the dwarven generation of twins born after Moradin's Thunder Blessing in the Year of Thunder (1306 DR).

Regions: Gold dwarf, shield dwarf.

Benefit: You receive a +2 bonus on all Charisma-based checks. You have a twin brother or sister (fraternal or identical). You may select the direction of your twin if he or she is alive, on the same plane, and you succeed in an Intuit Direction check against DC 15 (or wisdom check if you do not have the skill). A failure in this check gives no information. You may retry once per round as a standard action.

Special: You may only take this feat as a 1st level character.

TOKEN FAMILIAR [General]
Source: Dragon Magazine #280
Your familiar can assume an innocuous, inanimate form.

Benefit: Your familiar can, on command, assume a small, inanimate form, much like a figurine of wondrous power (see DMG for details). The form can be any diminutive, stone, hand-held object, and typically a statuette of the familiar. In this form, the familiar does not require food or care, and is easy to hide, but its powers are unavailable to you while in the statuette form. The familiar in its statuette form still has a mind, but it cannot use any of its senses, special attacks, or special qualities. If its inanimate form is broken or destroyed, the familiar is slain. It can return to its normal form upon command.

TOUGHNESS [General]
Source: Player's Handbook
You are tougher than normal.

Benefit: You gain +3 hit points.

Special: A character may gain this feat multiple times. Its effects stack.

TRACK [General]
Source: Player's Handbook
You can follow the trails of creatures and characters across most types of terrain.

Benefit: To find tracks or to follow them for one mile requires a Wilderness Lore check. You must make another Wilderness Lore check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge.

You move at half normal speed (or at normal speed

with a -5 penalty on the check). The DC depends on the surface and the prevailing conditions:

Surface	DC
Very soft	5
Soft	10
Firm	15
Hard	20

Very Soft Ground: Any surface (fresh snow, thick dust, and wet mud) that hold deep, clear impressions of footprints.
Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the creature leaves frequent but shallow footprints.
Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs, very dirty or dusty floors). The creature might leave some traces (broken branches, tufts of hair) but leaves only occasional or partial footprints.
Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or indoor floors. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks, displaced pebbles).

Condition	DC Modifier
Every three creatures in the group being tracked	-1
Size of creature or creatures being tracked: *	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility: **	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

*For a group of mixed sizes, apply only the modifier for the largest Size category.
**Apply only the largest modifier from this category.
If you fail a Wilderness Lore check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

Special: A ranger receives Track as a bonus feat.

This feat does not allow you to find or follow the tracks of a subject of a *Pass Without Trace* spell.

TRAMPLE [General]

Source: Player's Handbook

You are trained in using your mount to knock down opponents.

Prerequisites: Ride skill, Mounted Combat.

Benefit: When you attempt to overrun an opponent while mounted, the target may not choose to avoid you. If you knock down the target, your mount may make one hoof attack against the target, gaining the standard +4 bonus on attack rolls against prone targets.

TREETOPPER [General]

Source: Forgotten Realms Campaign Setting

Your people are at home in the trees and high places, daring falls that paralyze most other folk in abject terror.

Regions: Aglarond, Chondalwood, High Forest, ghostwise halfling, wild elf, and wood elf.

Benefit: You get a +2 bonus on all Climb checks. You do not lose your Dexterity bonus to Armor Class or give your attacker a +2 bonus when you are attacked while climbing.

TRIGGER POWER [Psionic]

Source: Psionics Handbook

You choose one power that you can attempt to manifest for free.

Prerequisite: Inner Strength, Talented, reserve power points (see below).

Benefit: Choose any 0-, 1st-, 2nd-, or 3rd-level power you know. From now on you can attempt to trigger that power without paying its cost. To trigger a power, you must first satisfy the requirement of a power point reserve equal to or greater than what it would normally cost you to manifest the power. Then, make an ability check appropriate for the power's discipline (for instance, you would make a Charisma check for *charm person*). If you meet or exceed the ability check DC (see below), the power is manifested normally with no power point cost. If you fail the check, you are forced to pay its cost, but the power is still manifested normally. You can't use Trigger Power in conjunction with psionic attack or defense modes.

DCs for the ability check are determined by level: 0-level, 11; 1st level, 13; 2nd level, 15; 3rd level, 17.

Special: You can take this feat multiple times, each time using it for a new triggered power.

TRUSTWORTHY [General]

Source: Song and Silence

Others feel comfortable telling you their secrets.

Benefit: You gain a +2 bonus on all Diplomacy and Gather Information checks.

TWIN POWER [Metapsionic]

Source: Psionics Handbook

You can manifest a power simultaneously with another power just like it.

Benefit: Manifesting a power altered by this feat causes the power to take effect twice in the target, as if you were simultaneously manifesting the same power two times on the same location or target. Any variables in the power (such as targets, shaping an area, and so on) apply to both of the resulting powers. The target suffers all the effects of both powers individually and receives a saving throw for each. In some cases, failure of both of the target's saving throws results in redundant effects, such as a twinned *charm person* (see combining Magical Effects in

Chapter 10 of the PHB, reading "psionic" for "magic"), although any ally of the target would have to succeed at two negate attempts in order to free the target from the charm. A twinned power costs a number of power points equal to its standard cost +8.

TWIN SPELL [Metamagic]
Source: Tome and Blood, WoTC page

You can cast a spell simultaneously with another spell similar to it.

Prerequisite: Any other metamagic feat.

Benefits: Casting a spell altered by this feat causes the spell to take effect twice on the target, as if you were simultaneously casting the same spell two times on the same location or target. Any variables in the spell (such as targets, shaping an area, and so on) apply to both of the resulting spells. The target suffers all the effects of both spells individually and receives a saving throw for each (if applicable).

In some cases, failure of both of the target's saving throws results in redundant effects, such as a twinned *charm person*, although any ally of the target would have to succeed at two dispel attempts in order to free the target from the charm. As with other metamagic feats, twinning a spell does not affect vulnerability to counterspelling.

A twinned spell uses up a spell slot four levels higher than the spell's actual level.

TWIN SWORD STYLE [General]
Source: Forgotten Realms Campaign Setting

You have mastered a style of defense that others find frustrating.

Prerequisites: Two-Weapon Fighting.

Regions: Sembia, Waterdeep, and drow elf.

Benefit: When fighting with two swords (dagger, longsword, rapier, scimitar, or short sword, in any combination), you can designate a melee opponent during your action and receive a +2 armor bonus to your Armor Class against attacks from that opponent. This armor bonus stacks with the armor bonus from armor and shield. You can select a new melee opponent on any action. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose this bonus.

The benefits of this feat apply only if you are proficient with the weapons you are using.

TWO -WEAPON FIGHTING [General]
Source: Player's Handbook

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

Benefit: Your penalties for fighting with two weapons are reduced by 2.

Special: The Ambidexterity feat reduces the attack penalty for the second weapon by 4.

A ranger using light armor or no armor can fight with two weapons as if he had the feats Ambidexterity and Two Weapons Fighting.

UNAVOIDABLE STRIKE [Psionic]
Source: Psionics Handbook

You can make an unarmed strike against your foe as if delivering a touch attack.

Prerequisite: Strength 13+, Psionic fist, Base attack bonus 3+.

Benefit: If you pay 5 power points per unarmed attack, you can resolve your unarmed attack as a touch attack for purposes of assessing your foe's Armor Class. You must decide whether or not to pay the cost prior to make the unarmed melee attack. Your hand or fist remains "charged" for a maximum number of rounds equal to your Strength modifier +1 or until you make your next attack, whichever occurs first. If your attack misses, the power point expenditure is wasted.

UNBALANCING STRIKE [General]
Source: Oriental Adventures

You can strike a humanoid opponent's joints to knock your target off balance. This feat is called *kuzushi* in Rokugan.

Prerequisites: Improved Unarmed Strike, Stunning Fist or monk's stunning attack, Wisdom 15+.

Benefit: Against a humanoid opponent, you can make an unarmed attack that has a chance of unbalancing your target. If your attack is successful, you deal normal damage and your target must attempt a Reflex saving throw (DC 10 + 1/2 your level + your Wisdom modifier). If the target fails this saving throw, he is thrown off balance for 1 round, losing any Dexterity bonus to AC and giving attackers a +2 bonus on their attack rolls.

UNDEAD FAMILIAR [General]
Source: Dragon Magazine #280

Your Familiar is an undead creature.

Benefit: Rather than a living creature, your familiar is an undead version of a normal animal. See page 6 in the MM for undead special qualities. Note that you cannot convert an existing non-undead familiar to an undead familiar by taking this feat, although if your familiar is slain and you have this feat, you can reanimate your dead familiar with a raise dead spell. Undead familiars tend to associate with characters of evil alignment, particularly necromancers.

Undead familiars can be turned or rebuked. Use the familiar's effective Hit Dice (see PHB page 51) for the purposes of turning or rebuking. A familiar fleeing or cowering as the result of a successful turn can't obey commands from the master (any more than it could be while fear-struck or paralyzed). Raising a destroyed undead familiar brings it back as a living creature.

UP THE WALLS [Psionic]
Source: Psionics Handbook

You can run on walls for brief distances.

Prerequisites: Wisdom 13+, Speed of Thought, Psionic Charge, reserve power points of 5+.

Benefit: You can take of one of your move actions on a wall if you begin and end your move on a horizontal surface. The height you can achieve on the wall is limited by only this movement restriction. If you do not end your move on a horizontal surface, you fall prone, taking damage as appropriate for your height above the floor. Treat the wall as a normal floor for purposes of measuring your movement. Passing the boundary between horizontal and vertical is equivalent to 5 feet of movement along a normal floor. Opponents on the floor still get attacks of opportunity as you move up the wall within areas they threaten.

For instance, Ma'varkith the psychic warrior has a speed of 40 feet (due to her speed of Thought feat). she begins he action standing next to the wall. she runs up the wall at a 45-degree angle ("diagonally") for 15 feet, which also puts her 15 feet farther along the hall. At this point, Ma'varkith runs 15 feet down the wall, ending her move on a 5-feet square immediately next to the wall, and takes

her attack normally against an opponent there, which potentially sets up flanking for her comrades. If the wall had a ledge within 30 feet, Ma'varkith could have ended her move on it instead of heading back down the wall.

Special: You can take other actions in conjunction with moving on a wall. For instance, the Spring Attack feat allows you make your attack from the wall against a foe standing on the floor who is within the area you threaten; however, if you are somehow prevented from completing your move, you fall. Likewise, you could tumble along the wall to avoid attacks of opportunity.

VOICE OF WRAITH [General]
Source: Ravenloft Campaign Setting

The unseen forces of vengeance heed your commands.

Benefit: You gain a +4 bonus to all curse checks.

WARRIOR INSTINCT [Ancestor]
Source: Oriental Adventures

Your ancestor, Matsu Hitomi, was the most famous female samurai of the early Empire. Hitomi donned her brother's armor to avenge his death, earning command of a unit of samurai through her fierce devotion to war.

Clan: Lion.

Benefit: You gain a +2 bonus on Initiative and Spot checks.

WARRIOR SHUGENJA [Ancestor]
Source: Oriental Adventures

Your ancestor, Agasha Nodotai, was a shugenja well versed in the code of *bushido* and the way of war.

Clan: Dragon.

Benefit: You gain a +2 bonus on your Concentration checks when casting defensively and a +1 bonus on your Fortitude saves.

WEAPON FINESSE [General]
Source: Player's Handbook

You are especially skilled at using a certain weapon, one that can benefit as much from Dexterity as from Strength. Choose one light weapon. Alternatively, you can choose a rapier, provided you can use it in one hand, or a spiked chain, provided you're at least Medium-size.

Prerequisite: Proficient with weapon, base attack bonus +1 or higher.

Benefit: With the selected weapon, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. Since you need your second hand for balance, if you carry a shield, apply the shield's armor check penalty to your attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new weapon.

WEAPON FOCUS [General]
Source: Player's Handbook

Choose one type of weapon. You are especially good at using this weapon. You can choose "unarmed strike" or "grapple" for your weapon for purposes of this feat. If you are a spellcaster, you can choose "ray" in which case you are especially good with rays, such as the one produced by the ray of frost spell.

Prerequisites: Proficient with weapon, base attack bonus +1 or higher.

Benefit: You add +1 to all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

A fighter must have Weapon Focus with a weapon to gain the Weapon Specialization feat for that weapon.

WEAPON SPECIALIZATION [Special]
Source: Player's Handbook

Choose one type of weapon. You are especially good at inflicting damage with this weapon.

Benefit: You adds +2 to all damage inflicted with the weapon you has specialized with. If the weapon is a ranged weapon, the target must be within 30 feet.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon.

WHIRLWIND ATTACK [General]
Source: Player's Handbook

You can strike nearby opponents in an amazing, spinning attack.

Prerequisites: Intelligence 13+, Expertise, Dexterity 13+, Dodge, Mobility, base attack bonus +4 or higher, Spring Attack.

Benefit: When you perform the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within 5 feet.

WIDEN SPELL [Metamagic]
Source: Magic of Faerûn

You can increase the area of your spells

Benefit: A widened burst, emanation, or spread spell has its radius increased by 50%. Spells that do not have an area of one of these three sorts are not affected by this feat. A widened spell uses up a spell slot three levels higher than the spell's actual level.

WIDEN SPELL [Metamagic]
Source: Tome and Blood

You can increase the area of your spells.

Benefits: You can alter a burst, emanation, or spread spell to increase its area. Spells that do not have an area of one of these three sorts are not affected by this feat. Any numeric measurements of the spell's area increase by one-half. A widened spell uses up a spell slot three levels higher than the spell's actual level.

ZEN ARCHERY [General]
Source: Sword and Fist

Your intuition guides your hand when you use a ranged weapon.

Prerequisites: Base attack bonus +3, Wisdom 13+.

Benefits: The character can use her Wisdom modifier instead of her Dexterity modifier when making a ranged attack at a target within 30 feet.

Quick Reference Tables

Experience and Level-Dependent Benefits

Level	XP	Class Skill Max Ranks	Cross-Class Skill Max Ranks	Feats	Ability Incr.
1	0	4	2	1st	-
2	1000	5	2 1/2	-	-
3	3000	6	3	2nd	-
4	6000	7	3 1/2	-	1st
5	10000	8	4	-	-
6	15000	9	4 1/2	3rd	-
7	21000	10	5	-	-
8	28000	11	5 1/2	-	2nd
9	36000	12	6	4th	-
10	45000	13	6 1/2	-	-
11	55000	14	7	-	-
12	66000	15	7 1/2	5th	3rd
13	78000	16	8	-	-
14	91000	17	8 1/2	-	-
15	105000	18	9	6th	-
16	120000	19	9 1/2	-	4th
17	136000	20	10	-	-
18	153000	21	10 1/2	7th	-
19	171000	22	11	-	-
20	190000	23	11 1/2	-	5th
21	210000	24	12	8th	-
22	231000	25	12 1/2	-	-
23	253000	26	13	-	-
24	276000	27	13 1/2	9th	6th
25	300000	28	14	-	-
26	325000	29	14 1/2	-	-
27	351000	30	15	10th	-
28	378000	31	15 1/2	-	7th
29	406000	32	16	-	-
30	435000	33	16 1/2	11th	-
31	465000	34	17	-	-
32	496000	35	17 1/2	-	8th
33	528000	36	18	12th	-
34	561000	37	18 1/2	-	-
35	595000	38	19	-	-
36	630000	39	19 1/2	13th	9th
37	666000	40	20	-	-
38	703000	41	20 1/2	-	-
39	741000	42	21	14th	-
40	780000	43	21 1/2	-	10th
41	820000	44	22	-	-
42	861000	45	22 1/2	15th	-
43	903000	46	23	-	-
44	946000	47	23 1/2	-	11th
45	990000	48	24	16th	-
46	1035000	49	24 1/2	-	-
47	1081000	50	25	-	-
48	1128000	51	25 1/2	17th	12th
49	1176000	52	26	-	-
50	1225000	53	26 1/2	-	-

Over 50th level, use these equations:

XP = 500×Level²-500×Level
Class Skill Ranks = Level+3

Base Save and Base Attack Bonuses

Class Level	Base Save Bonus	Ftr, Bbn, Pal, Rgr Base Att.	Clr, Drd, Rog, Brd, Mnk Base Att.	Wiz, Sor Base Att.
1	+0/+2	+1	+0	+0
2	+0/+3	+2	+1	+1
3	+1/+3	+3	+2	+1
4	+1/+4	+4	+3	+2
5	+1/+4	+5	+3	+2
6	+2/+5	+6/+1	+4	+3
7	+2/+5	+7/+2	+5	+3
8	+2/+6	+8/+3	+6/+1	+4
9	+3/+6	+9/+4	+6/+1	+4
10	+3/+7	+10/+5	+7/+2	+5
11	+3/+7	+11/+6/+1	+8/+3	+5
12	+4/+8	+12/+7/+2	+9/+4	+6/+1
13	+4/+8	+13/+8/+3	+9/+4	+6/+1
14	+4/+9	+14/+9/+4	+10/+5	+7/+2
15	+5/+9	+15/+10/+5	+11/+6/+1	+7/+2
16	+5/+10	+16/+11/+6/+1	+12/+7/+2	+8/+3
17	+5/+10	+17/+12/+7/+2	+12/+7/+2	+8/+3
18	+6/+11	+18/+13/+8/+3	+13/+8/+3	+9/+4
19	+6/+11	+19/+14/+9/+4	+14/+9/+4	+9/+4
20	+6/+12	+20/+15/+10/+5	+15/+10/+5	+10/+5

Skill Points per Level

Class	1st Level Skill Points*	Higher-Level Skill Points**
Barbarian	(4+Int. Mod) × 4	4+Int. Mod
Bard	(4+Int. Mod) × 4	4+Int. Mod
Cleric	(2+Int. Mod) × 4	2+Int. Mod
Druid	(4+Int. Mod) × 4	4+Int. Mod
Fighter	(2+Int. Mod) × 4	2+Int. Mod
Monk	(4+Int. Mod) × 4	4+Int. Mod
Paladin	(2+Int. Mod) × 4	2+Int. Mod
Ranger	(4+Int. Mod) × 4	4+Int. Mod
Rogue	(8+Int. Mod) × 4	8+Int. Mod
Sorcerer	(2+Int. Mod) × 4	2+Int. Mod
Wizard	(2+Int. Mod) × 4	2+Int. Mod

* Humans add +4 to this total at 1st level.
** Humans add +1 each level

Racial Ability Adjustment

Race	Ability Adjust	Favored Class
Dwarf	+2 Con / -2 Cha	Fighter
Elf	+2 Dex / -2 Con	Wizard
Gnome	+2 Con / -2 Str	Illusionist*
Half-Elf	None	Any
Halfling	+2 Dex / -2 Str	Rogue
Half-Orc	+2 Str / -2 Int**, -2 Cha	Barbarian
Human	None	Any

*A wizard who especializes in illusion spells
**A half-orc's starting Intelligence is at least 3.If this adjustment would lower the character's score to 1 or 2, his score is 3.

Ability Modifiers

Ability	Modifier	Ability	Modifier
1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	etc...	

Hit Die By Class

Class	Die
Barbarian	d.12
Bard	d.6
Cleric	d.8
Druid	d.8
Fighter	d.10
Monk	d.8
Paladin	d.10
Ranger	d.10
Rogue	d.6
Sorcerer	d.4
Wizard	d.4

Skills That Can Be Used Untrained

Skill	Ability	Skill	Ability
Appraise	INT	Intimidate	CHA
Balance	DEX*	Jump	STR*
Bluff	CHA	Listen	WIS
Climb	STR*	Move Silently	DEX*
Concentration	CON	Perform	CHA
Craft	INT	Ride	DEX
Diplomacy	CHA	Scry	INT
Disguise	CHA	Search	INT
Escape Artist	DEX*	Sense Motive	WIS
Forgery	INT	Spot	WIS
Gather Information	CHA	Swim	STR
Heal	WIS	Use Rope	DEX
Hide	DEX*	Wilderness Lore	WIS

* The PC's armor check penalty, if any, also applies

Turning Undead

Turning Check Result	Most Powerful Undead Afected (Maximum Hit Dice)
Up to 0	Cleric's level - 4
1-3	Cleric's level - 3
4-6	Cleric's level - 2
7-9	Cleric's level - 1
10-12	Cleric's level
13-15	Cleric's level + 1
16-18	Cleric's level + 2
19-21	Cleric's level + 3
22+	Cleric's level + 4

Size Modifiers to AC

Size	AC Modifier
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8

Creatures Weights and Heights per Sizes

Size	Weight
Fine	1/8lb or less
Diminutive	between 1/8 and 1lb
Tiny	between 1 and 8lb
Small	between 8 and 60lb
Medium-size	between 60 and 500lb
Large	between 500 and 4.000lb
Huge	between 4.000 and 32.000lb
Gargantuan	between 32.000 and 250.000lb
Colossal	250.000lb or more

Size	Height or Lenght
Fine	6" or less
Diminutive	between 6" and 1ft
Tiny	between 1 and 2ft
Small	between 2 and 4ft
Medium-size	between 4 and 8ft
Large	between 8 and 16ft
Huge	between 16 and 32ft
Gargantuan	between 32 and 64ft
Colossal	64ft or more

Armor for Unusual Creatures

	Humanoid		Nonhumanoid	
Size	**Price**	**Weight**	**Price**	**Weight**
Up to Tiny*	×1/2	×1/10	×1	×1/10
Small	×1	×1/2	×2	×1/2
Medium-size	×1	×1	×2	×1
Large	×2	×2	×4	×2
Huge	×4	×5	×8	×5

*Divide armor bonus by 2.

Random Starting Gold

Class	Amount (Gp)	Class	Amount (Gp)
Barbarian	4d4×10	Paladin	6d4×10
Bard	4d4×10	Ranger	6d4×10
Cleric	5d4×10	Rogue	5d4×10
Druid	2d4×10	Sorcerer	3d4×10
Fighter	6d4×10	Wizard	3d4×10
Monk	5d4		

Coins

		Cp	Sp	Gp	Pp
		---------Eschange Value----------			
Cooper Piece (Cp)	=	1	1/10	1/100	1/1000
Silver Piece (Sp)	=	10	1	1/10	1/100
Gold Piece (Gp)	=	100	10	1	1/10
Platium Piece (Pp)	=	1000	100	10	1

Aging Effects

Race	Middle Age* (years)	Old** (years)	Venerable† (years)	Maximum Age (years)
Human	35	53	70	+2d20
Dwarf	125	188	250	+2d%
Elf	175	263	350	+4d%
Gnome	100	150	200	+3d%
Half-Elf	62	93	125	+3d20
Half-Orc	30	45	60	+2d10
Halfling	50	75	100	+5d20

*-1 to Str, Con, and Dex; +1 to Int, Wis, and Cha.
**-2 to Str, Con, and Dex; +1 to Int, Wis, and Cha.
†-3 to Str, Con, and Dex; +1 to Int, Wis, and Cha.

Acces to Spells (By Class Level)

Spell Level	Clr,Drd,Wiz Level	Sor Level	Brd Level*	Pal, Rgn Level*
0	1	1	1	-
1	1	1	2	4
2	3	4	4	8
3	5	6	7	11
4	7	8	10	14
5	9	10	13	-
6	11	12	16	-
7	13	14	-	-
8	15	16	-	-
9	17	18	-	-

*Provided character bonus spells.

Two-Weapon Fighting Penalties

Circumstancies	Primary Hand	Off Hand
Normal Penalties	-6	-10
Off-Hand weapon is light	-4	-8
Ambidexterity feat	-6	-6
Two-Weapon Fighting feat	-4	-8
Off-Hand weapon is light and Ambidexterity feat	-4	-4
Off-Hand weapon is light and Two-Weapon Fighting feat	-2	-6
Ambidexterity feat and Two-Weapon Fighting feat	-4	-4
Off-Hand weapon is light and Ambidexterity feat Two-Weapon Fighting feat	-2	-2

Carrying Capacity

Strenght	Light Load	Medium Load	Heavy Load
1 Str	up to 3lb	4-6lb	7-10lb
2 Str	up to 6lb	7-13lb	14-20lb
3 Str	up to 10lb	11-20lb	21-30lb
4 Str	up to 13lb	14-26lb	27-40lb
5 Str	up to 16lb	17-33lb	34-50lb
6 Str	up to 20lb	21-40lb	41-60lb
7 Str	up to 23lb	24-46lb	47-70lb
8 Str	up to 26lb	27-53lb	54-80lb
9 Str	up to 30lb	31-60lb	61-90lb
10 Str	up to 33lb	34-66lb	67-100lb
11 Str	up to 38lb	39-76lb	77-115lb
12 Str	up to 43lb	44-86lb	87-130lb
13 Str	up to 50lb	51-100lb	101-150lb
14 Str	up to 58lb	59-116lb	117-175lb
15 Str	up to 66lb	67-133lb	134-200lb
16 Str	up to76lb	77-153lb	154-230lb
17 Str	up to 86lb	87-173lb	174-260lb
18 Str	up to 100lb	101-200lb	201-300lb
19 Str	up to 116lb	117-233lb	234-350lb
20 Str	up to 133lb	134-266lb	267-400lb
21 Str	up to 153lb	154-306lb	307-460lb
22 Str	up to 173lb	174-346lb	347-520lb
23 Str	up to 200lb	201-400lb	401-600lb
24 Str	up to 233lb	234-466lb	467-700lb
25 Str	up to 266lb	267-533lb	534-800lb
26 Str	up to 306lb	307-613lb	614-920lb
27 Str	up to 346lb	347-693lb	694-1040lb
28 Str	up to 400lb	401-800lb	801-1200lb
29 Str	up to 466lb	467-933lb	934-1400lb
+10 Str	×4	×4	×4

Carrying Loads

Load	Max Dex	Check Penalty	-----Speed----- (30ft)	(20ft)	Run
Medium	+3	-3	20ft	15ft	×4
Heavy	+1	-6	20ft	15ft	×3

Light Sources

Object	Light	Duration
Candle	5ft	1h
Lamp, common	15ft	6h/pint
Lantern, bullseye	60ft cone*	6h/pint
Lantern, hooded	30ft	6h/pint
Sunrod	30ft	6h
Torch	20ft	1h

Spell	Light	Duration
Continual flame	20ft	Permanent
Dancing Lights (tourch)	20ft (each)	1 min
Daylight	60ft	30min
Light	20ft	10min

*A cone 60 feet long and 20 feet wide at the far end.

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**
Simple Weapons — Melee						
Unarmed Attacks						
Gauntlet	2 gp	*	*	-	2 lb.	Bludgeoning
Strike, Unarmed (M)	-	1d3#	x2	-	-	Bludgeoning
Strike, Unarmed (S)	-	1d2#	x2	-	-	Bludgeoning
Tiny						
Dagger*	2 gp	1d4	19-20/ x2	10 ft.	1 lb.	Piercing
Dagger, punching	2 gp	1d4	x3	-	2 lb.	Piercing
Gauntlet, spiked*	5 gp	1d4	x2	-	2 lb.	Piercing
Small						
Mace, light	5 gp	1d6	x2	-	6 lb.	Bludgeoning
Sickle	6 gp	1d6	x2	-	3 lb.	Slashing
Medium						
Club	-	1d6	x2	10 ft.	3 lb.	Bludgeoning
Halfspeara	1 gp	1d6	x3	20 ft.	3 lb.	Piercing
Mace, heavy	12 gp	1d8	x2	-	12 lb.	Bludgeoning
Morningstar	8 gp	1d8	x2	-	8 lb.	Bludgeoning and Piercing
Large						
Quarterstaff*‡	-	1d6/1d6	x2	-	4 lb.	Bludgeoning
Shortspeara	2 gp	1d8	x3	20 ft.	5 lb.	Piercing
Simple Weapons — Ranged						
Small						
Blowgun	1 gp	1	x2	10 ft.	2 lb.	Piercing
Neeedles, blowgun (20)	1 gp	-	-	-	na	-
Crossbow, light*	35 gp	1d8	19-20/ x2	80 ft.	6 lb.	Piercing
Bolts, crossbow (10)*	1 gp	-	-	-	1 lb.	-
Dart	5 sp	1d4	x2	20 ft.	1/2 lb.	Piercing
Sling	-	1d4	x2	50 ft.	0 lb.	Bludgeoning
Bullets, sling (10)	1 sp	-	-	-	5 lb.	-
Medium						
Crossbow, heavy*	50 gp	1d10	19-20/ x2	120 ft.	9 lb.	Piercing
Bolts, crossbow (10)*	1 gp	-	-	-	1 lb.	-
Javelin	1 gp	1d6	x2	30 ft.	2 lb.	Piercing
Martial Weapons — Melee						
Small						
Axe, throwing	8 gp	1d6	x2	10 ft.	4 lb.	Slashing
Hammer, light	1 gp	1d4	x2	20 ft.	2 lb.	Bludgeoning
Handaxe	6 gp	1d6	x3	-	5 lb.	Slashing
Lance, light*	6 gp	1d6	x3	-	5 lb.	Piercing
Pick, light*	4 gp	1d4	x4	-	4 lb.	Piercing
Sap	1 gp	1d6#	x2	-	3 lb.	Bludgeoning
Sword, short	10 gp	1d6	19-20/ x2	-	3 lb.	Piercing
Wakizashi	300 gp	1d6	19-20/ x2	-	3 lb.	Slashing
Medium						
Battleaxe	10 gp	1d8	x3	-	7 lb.	Slashing
Flail, light*	8 gp	1d8	x2	-	5 lb.	Bludgeoning
Katana	400 gp	1d10	19-20/ x2	-	6 lb.	Slashing
Kau sin ke	15 gp	1d8	x2	-	4 lb.	Bludgeoning
Kawanaga*‡†	10 gp	1d3/1d3	x2	-	1 lb.	Slashing and Bludgeoning
Kusari-gama	10 gp	1d6	x2	-	3 lb.	Slashing
Lajatang, korobokuru*‡	80 gp	1d6/1d6	x2	-	3 lb.	Slashing
Lance, heavy*†	10 gp	1d8	x3	-	10 lb.	Piercing
Longsword	15 gp	1d8	19-20/ x2	-	4 lb.	Slashing
Pick, heavy*	8 gp	1d6	x4	-	6 lb.	Piercing
Rapier*	20 gp	1d6	18-20/ x2	-	3 lb.	Piercing

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**
Sabre	20 gp	1d8	19-20/x2	-	4 lb.	Slashing and Piercing
Scimitar	15 gp	1d6	18-20/ x2	-	4 lb.	Slashing
Trident[a]	15 gp	1d8	x2	10 ft.	5 lb.	Piercing
Warhammer	12 gp	1d8	x3	-	8 lb.	Bludgeoning
Large						
Chijiriki*‡	8 gp	1d6/1d4	x2	-	6 lb.	Piercing and Bludgeoning
Falchion	75 gp	2d4	18-20/ x2	-	16 lb.	Slashing
Flail, heavy*	15 gp	1d10	19-20/ x2	-	20 lb.	Bludgeoning
Glaive*†	8 gp	1d10	x3	-	15 lb.	Slashing
Greataxe	20 gp	1d12	x3	-	20 lb.	Slashing
Greatclub	5 gp	1d10	x2	-	10 lb.	Bludgeoning
Greatsword	50 gp	2d6	19-20/ x2	-	15 lb.	Slashing
Guisarme*†	9 gp	2d4	x3	-	15 lb.	Slashing
Halberd*[a]	10 gp	1d10	x3	-	15 lb.	Piercing and Slashing
Kusari-gama*‡†	10 gp	1d6/1d4	x2	-	3 lb.	Slashing and Bludgeoning
Lajatang*‡	90 gp	1d8/1d8	x2	-	7 lb.	Slashing
Marikikusari*‡†	5 gp	1d6/1d6	x2	-	5 lb.	Bludgeoning
Maul	15 gp	1d10	x3	-	20 lb.	Bludgeoning
Nagamaki	8 gp	2d4	x3	-	10 lb.	Slashing
Naginata*†	10 gp	1d10	x3	-	15 lb.	Slashing
Sang kauw*‡	95 gp	1d8/1d8	x3	-	10 lb.	Piercing
Longspear*†[a]	5 gp	1d8	x3	-	9 lb.	Piercing
Ranseur*†	10 gp	2d4	x3	-	15 lb.	Piercing
Scythe	18 gp	2d4	x4	-	12 lb.	Piercing and Slashing
Shikomi-zue* [a]	12 gp	1d8	x3	-	5 lb.	Piercing
Sodegarami*	4 gp	1d4	x2	-	5 lb.	Piercing
San-tie-kun (three-rod-staff)	4 gp	1d8	x3	-	8 lb.	Bludgeoning
Martial Weapons — Ranged						
Medium						
Shortbow*	30 gp	1d6	x3	60 ft.	2 lb.	Piercing
Arrows (20)*	1 gp	-	-	-	3 lb.	-
Shortbow,composite*	75 gp	1d6	x3	70 ft.	2 lb.	Piercing
Arrows (20)*	1 gp	-	-	-	3 lb.	-
Large						
Longbow*	75 gp	1d8	x3	100 ft.	3 lb.	Piercing
Arrows (20)*	1 gp	-	-	-	3 lb.	-
Longbow, composite*	100 gp	1d8	x3	110 ft.	3 lb.	Piercing
Arrows (20)*	1 gp	-	-	-	3 lb.	-
Exotic Weapons — Melee						
Unarmed Attacks						
Ward cestus	10 gp	*	*	-	4 lb.	-
Tiny						
Blade boot	15 gp	1d4	19-20/x2	-	1 lb.	Piercing
Claw bracer	30 gp	1d4	19-20/x2	-	2 lb.	Piercing
Kama, halfling*	2 gp	1d4	x2	-	1 lb.	Slashing
Kukri	8 gp	1d4	18-20/ x2	-	3 lb.	Slashing
Nekode*	5 gp	1d4	x2	-	2 lb.	Piercing
Nunchaku, halfling*	2 gp	1d4	x2	-	1 lb.	Bludgeoning
Siangham, halfling*	2 gp	1d4	x2	-	1 lb.	Piercing
Stump knife	8 gp	1d4	19-20/ x2	-	2 lb.	Piercing
Tail spikes, ratling*	1 gp	1d4	x2	-	1/2 lb.	Piercing
Triple dagger	10 gp	1d4	19-20/ x2	-	1 lb.	Piercing
Small						
Battlepick, gnome	10 gp	1d6	x4	-	5 lb.	Piercing
Bladed Gauntlet	30 gp	1d6	17-20/ x2	-	4 lb.	Slashing
Butterfly sword*	10 gp	1d6	19-20/x2	-	2 lb.	Slashing
Jitte*	5 sp	1d4	x2	-	2 lb.	Piercing (Bludgeoning)
Kama*	2 gp	1d6	x2	-	2 lb.	Slashing
Ninja-to*	10 gp	1d6	19-20/x2	-	3 lb.	Slashing

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**
Nunchaku*	2 gp	1d6	x2	-	2 lb.	Bludgeoning
Sai*	1 gp	1d4	x2	-	2 lb.	Piercing (Bludgeoning)
Siangham*	3 gp	1d6	x2	-	1 lb.	Piercing
Tonfa	5 sp	1d6	x2	-	2 lb.	Bludgeoning
War fan	30 gp	1d6	x3	-	3 lb.	Slashing
Medium						
Chain-and-dagger	4 gp	1d4	19-20/ x2	-	4 lb.	Piercing
Khopesh	20 gp	1d8	19-20/x2	-	12 lb.	Slashing
Mercurial Longsword	400 gp	1d10	x3	-	6 lb.	Slashing
Scourge*	20 gp	1d8	x2	-	2 lb.	Slashing
Sword, bastard*	35 gp	1d10	19-20/ x2	-	10 lb.	Slashing
Waraxe, dwarven*	30 gp	1d10	x3	-	15 lb.	Slashing
Hammer, gnome hooked*‡	20 gp	1d6/1d4	x3/ x4	-	6 lb.	Bludgeoning and Piercing
Large						
Axe, orc double*‡	60 gp	1d8/1d8	x3	-	25 lb.	Slashing
Chain, spiked*†	25 gp	2d4	x2	-	15 lb.	Piercing
Duom	20 gp	1d8	x3	-	8 lb.	Piercing
Flail, dire*‡	90 gp	1d8/1d8	x2	-	20 lb.	Bludgeoning
Fullblade	100 gp	1d12	19-20/ x2	-	23 lb.	Slashing
Gyrspike	90 gp	1d8/1d8	19-20/ x2	-	20 lb.	Slashing and Bludgeoning
Manti	15 gp	1d8	x3	-	9 lb.	Piercing
Mercurial Greatsword	600 gp	2d8	x4	-	17 lb.	Slashing
Sword, two-handed*‡	100 gp	1d8/1d8	19-20/ x2	-	30 lb.	Slashing
Three-section staff	4 gp	1d8	x3	-	8 lb.	Bludgeoning
Urgrosh, dwarven‡[a]	50 gp	1d8/1d6	x3	-	15 lb.	Slashing

Exotic Weapons — Ranged

Tiny						
Crossbow, hand*	100 gp	1d4	19-20/ x2	30 ft.	3 lb.	Piercing
Bolts (10)*	1 gp	-	-	-	1 lb.	-
Fukimi-Bari	1 gp	1	x2	10 ft.	1/10 lb.	Piercing
Shuriken*	1 gp	1	x2	10 ft.	1/10 lb.	Piercing
Skiprock, halfling	3 gp	1d3	x2	10 ft.	1/4 lb.	Bludgeoning
Small						
Bolas, 2-ball	5 gp	1d4*	x2	10 ft.	2 lb.	Bludgeoning
Pistol	250 gp	1d10	x3	50 ft.	3 lb.	Piercing
Bullets, pistol (10)	3 gp	-	-	-	2 lb.	-
Chakram	15 gp	1d4	x3	30 ft.	2 lb.	Slashing
Whip	1 gp	1d2#	x2	15 ft.*	2 lb.	Slashing
Medium						
Crossbow, repeating*	250 gp	1d8	19-20/ x2	30 ft.	3 lb.	Piercing
Bolts (5)*	1 gp	-	-	-	1 lb.	-
Musket	500 gp	1d12	x3	150 ft.	10 lb.	Piercing
Bullets, musket (10)	3 gp	-	-	-	2 lb.	-
Net*	20 gp	*	*	10 ft.*	10 lb.	*
Spinning javelin	2 gp	1d8	19-20/ x2	50 ft.	2 lb.	Piercing
Spring-loaded gauntlet	200 gp	1d4	x2	20 ft.	4 lb.	Piercing
Large						
Blowgun, greater*	10 gp	1d3	x2	10 ft.	4 lb.	Piercing
Darts, blowgun (10)	1 gp	-	-	-	1 lb.	-
Crossbow, great	100 gp	1d12	19-20/ x2	150 ft.	15 lb.	Piercing
Harpoon	15 gp	1d10	x2	30 ft.	10 lb.	Piercing
Shotput, orc	10 gp	2d6	19-20/X3	10 ft.	15 lb.	Bludgeoning

Exotic Weapons — Special

Whip, Mighty*						
+1 Str bonus	200 gp	1d2#	x2	15 ft.*	3 lb.	Slashing
+2 Str bonus	300 gp	1d2#	x2	15 ft.*	4 lb.	Slashing
+3 Str bonus	400 gp	1d2#	x2	15 ft.*	5 lb.	Slashing
+4 Str bonus	500 gp	1d2#	x2	15 ft.*	6 lb.	Slashing
Whip dagger*	25 gp	1d6	19-20/ x2	15 ft.*	3 lb.	Slashing

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**
Whip dagger, Mighty*						
+1 Str bonus	225 gp	1d6	19-20/ x2	15 ft.*	4 lb.	Slashing
+2 Str bonus	325 gp	1d6	19-20/ x2	15 ft.*	5 lb.	Slashing
+3 Str bonus	425 gp	1d6	19-20/ x2	15 ft.*	6 lb.	Slashing
+4 Str bonus	525 gp	1d6	19-20/ x2	15 ft.*	7 lb.	Slashing
Other Weapons (not Exotic)						
Alchemist's arrow (1)	75 gp	-	-	-	1/5 lb.	-
Tumbling bolt (1)	50 gp	-	-	-	1/5 lb.	-

* See description of this weapon for special rules.
** When two types are given, the weapon is both types.
‡ Double weapon.
# The weapon deals subdual damage rather than normal damage.
† Reach weapon.
[a] If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character.

Just weapons up to Renaissance era are in this table.

Armor

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed (30 ft.)	(20 ft.)	Weight‡
Light armor								
Padded								
Leather	10 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lb.
Cord armor	15 gp	+2	+5	-1	5%	30 ft.	20 ft.	15 lb.
Studded Leather	25 gp	+3	+5	-1	15%	30 ft.	20 ft.	20 lb.
Leather Scale	35 gp	+3	+6	-2	15%	30 ft.	20 ft.	20 lb.
Ashigaru Armor	25 gp	+3	+5	-1	15%	30 ft.	20 ft.	20 lb.
Bone Armor	20 gp	+3	+4	-3	15%	30 ft.	20 ft.	20 lb.
Chain Shirt	100 gp	+4	+4	-2	20%	30 ft.	20 ft.	25 lb.
Medium armor								
Hide	15 gp	+3	+4	-3	20%	20 ft.	15 ft.	25 lb.
Partial Armor	50 gp	+4	+4	-3	25%	20 ft.	15 ft.	30 lb.
Scale Mail	50 gp	+4	+3	-4	25%	20 ft.	15 ft.	30 lb.
Brigandine	30 gp	+4	+2	-5	30%	20 ft.	15 ft.	40 lb.
Dhenuka	30 gp	+4	+1	-5	25%	20 ft.	15 ft.	25 lb.
Lamellar	150 gp	+5	+3	-4	30%	20 ft.	15 ft.	35 lb.
Chainmail	150 gp	+5	+2	-5	30%	20 ft.	15 ft.	40 lb.
Breastplate	200 gp	+5	+3	-4	25%	20 ft.	15 ft.	30 lb.
Heavy armor								
Splint Mail	200 gp	+6	+0	-7	40%	20 ft.*	15 ft.*	45 lb.
Banded Mail	250 gp	+6	+1	-6	35%	20 ft.*	15 ft.*	35 lb.
Great Armor	1000 gp	+7	+2	-5	40%	20 ft.*	15 ft.*	45 lb.
Half-plate	600 gp	+7	+0	-7	40%	20 ft.*	15 ft.*	50 lb.
Full plate	1.500 gp	+8	+1	-6	35%	20 ft.*	15 ft.*	50 lb.
Shields								
Buckler	15 gp	+1	-	-1	5%	-	-	5 lb.
Shield, small, wooden	3 gp	+1	-	-1	5%	-	-	5 lb.
Shield, small, steel	9 gp	+1	-	-1	5%	-	-	6 lb.
Chahar-aina	75 gp	+1	-	-1	5%	-	-	10 lb.
Dastana	25 gp	+1	-	-1	5%	-	-	5 lb.
Tesen	12 gp	+1	-	-1	5%	-	-	1 lb.
Shield, large, wooden	7 gp	+2	-	-2	15%	-	-	10 lb.
Shield, large, steel	20 gp	+2	-	-2	15%	-	-	15 lb.
Kappa shell	30 gp	**	-	-10	50%	-	-	45 lb.
Shield, tower	30 gp	**	-	-10	50%	-	-	45 lb.

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed (30 ft.)	(20 ft.)	Weight‡
Extras								
Armor spikes	+50 gp	-	-	-	-	-	-	+10 lb.
Gauntlet, locked†	8 gp	-	-	Special	-	-	-	+5 lb.
Shield spikes	+10 gp	-	-	-	-	-	-	+5 lb.

* When running in heavy armor, you moce only triple your speed, not quadruple.
** The tower shield grants you total cover.
† Cannot cast spells with somatic components while worn.
‡ Armor fitted for Small characters weighs half as much.

Donning Armor

Armor Type	Don	Don Hastily	Remove
Padded	1 minute	5 rounds	1 minute*
Leather	1 minute	5 rounds	1 minute*
Hide	1 minute	5 rounds	1 minute*
Studded Leather	1 minute	5 rounds	1 minute*
Chain Shirt	1 minute	5 rounds	1 minute*
Breastplate	4 minute*	1 minute	1 minute*
Scale Mail	4 minute*	1 minute	1 minute*
Chainmail	4 minute*	1 minute	1 minute*
Banded Mail	4 minute*	1 minute	1 minute*
Splint Mail	4 minute*	1 minute	1 minute*
Half-plate	4 minute**	4 minute*	1d4+1 minutes*
Full Plate	4 minute**	4 minute*	1d4+1 minutes*

* If you have some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.

The Great Feat List

ANCESTOR FEATS	CLAN
Art of Fascination	Crane
Artist	Crane
Attention to Detail	Lion
Blood Sorcerer	Scorpion
Born Duelist	Dragon
Cool Head	Unicorn
Discipline	Phoenix
Fearsome and Fearless	Lion
Gifted General	Crane
Great Crafter	Crab
Great Diplomat	Phoenix
Great Stamina	Crane
Great Teamwork	Crab
Honest Merchant	Scorpion
Iaijutsu Master	Crane
Improved Aid	Crab
Kami's Intuition	Unicorn
Karmic Twin	Scorpion
Keen Intellect	Dragon, Phoenix
Lion Spy	Lion
Luck of Heroes	Crab
Magic in the Blood	Unicorn
Magical Artisan	Crane
Magistrate's Mind	Scorpion
Many Masks	Scorpion
Oni's Bane	Phoenix
Power Attack-Iaijutsu	Crane
Power Attack-Shadowlands	Crab
Powerful Voice	Unicorn
Resist Poison	Dragon
Resist Taint	Crab
Saddleback	Unicorn
Scholar of Nature	Phoenix
Sea Legs	Crab
Silver Tongue	Dragon
Smooth Talk	Crane
Soul of Honor	Unicorn
Soul of Loyalty	Dragon
Soul of Sincerity	Scorpion
Spell Power	Crab
Spellcaster Support	Phoenix
Strength of the Charger	Unicorn
Strength of the Crab	Crab
Strong Soul	Unicorn
Warrior Instinct	Lion
Warrior Shugenja	Dragon

DIVINE FEATS	PREREQUISITE
Divine Cleansing	Turn or rebuke undead
	Cha 13+
	Extra Turning
Divine Resistance	Turn or rebuke undead
	Cha 13+
	Extra Turning
	Divine Cleasing
Divine Might	Turn or rebuke undead
	Power Attack
	Cha 13+
	Str 13+
Divine Shield	Turn or rebuke undead
	Power Attack
	Cha 13+
	Str 13+
	Improved Shield Bash
Divine Vengeance	Turn or rebuke undead
	Extra Turning
Divine Vigor	Turn or rebuke undead
	Cha 13+
	Extra Turning

ELDRITCH FEATS	PREREQUISITE
Conjure Mastery	Cha 17+
	Spellcaster level 7th+
Item Image	Int 17+
	Spellcaster level 7th+
Lace Spell: Elemental Energies	Int 17+
	Spellcaster level 5th+
Lace Spell: Enemy Bane	Int 17+
	Spellcaster level 5th+
Lace Spell: Holy/Unholy	Int 17+
	Spellcaster level 5th+
Lace Spell: Lawful/Chaotic	Int 17+
	Spellcaster level 5th+
Mirror Sight	Cha 19+
	Spellcaster level 1st+

GENERAL FEATS	PREREQUISITE
Acrobatic	—
Agile Limbs	—
Alertness	—
Ambidextry	Dex 15+
Arcane Preparation	Cast bard or sorcerer spells
Arcane Schooling	—
Armor Proficiency (light)	—
Armor Proficiency (Medium)	Armor Proficiency (Light)
Armor Proficiency (Heavy)	Armor Proficiency (Light)
	Armor Proficiency (Heavy)
Arterial Strike	Base attack bonus +4
	Sneak Attack Ability
Artist	—
Athletic	—
Athleticism	—
Augment Summoning	Spellcaster level 2nd+
Back to the Wall	Base attack bonus +2
Blind-Fight	—
Blindsight, 5-foot Radius	Blind-Fight
	Base attack bonus +4
	Wis 19+
Blooded	—
Bloodline of Fire	—
Bullheaded	—
Chariot Combat	Handle Animal Skill
Chariot Archery	Handle Animal Skill
	Chariot Combat
Chariot Sideswipe	Handle Animal Skill
	Chariot Combat
Chariot Trample	Handle Animal Skill
	Chariot Combat
Chariot Charge	Handle Animal Skill
	Chariot Combat
	Chariot Sideswipe
Charlatan	—
Close-Quarters Fighting	Base attack bonus +3

Cold One	***Special (see description)***
Combat Casting	**—**
Combat Reflexes	**—**
Dual Strike	Combat Reflexes
	Base attack bonus +3
Expert Tactician	Combat Reflexes
	Dex 13+
	Base Attack Bonus +2
Hold the Line	Combat Reflexes
	Base attack bonus +2
Construct Familiar	**—**
Cosmopolitan	**—**
Courage	**—**
Courteous Megocracy	**—**
Dash	**—**
Daylight Adaptation	**—**
Dead Man Walking	***Special (see description)***
Dirty Fighting	**Base attack bonus +2**
Discipline	**—**
Dodge	**Dex 13+**
Mobility	Dex 13+
	Dodge
Spring Attack	Dex 13+
	Dodge
	Mobility
	Base attack bonus +4
Karmic Strike	Dex 13+
	Dodge
Dreamspeaking	**Wis 15+**
Education	**—**
Endurance	**—**
Enspell Familiar	**—**
Ethereal Empathy	**Wis 13+**
Ethran	**Female**
	Cha 13+
	Spellcaster level 1st+
	Society Approval
Exotic Weapon Proficiency*	**Base attack bonus +1**
Expertise	**Int 13+**
Chink in the Armor	Int 13+
	Expertise
Improved Disarm	Int 13+
	Expertise
Improved Trip	Int 13+
	Expertise
Snatch Weapon	Int 13+
	Expertise
	Improved Disarm
Superior Expertise	Int 13+
	Expertise
	Base attack bonus +6
Whirlwind Attack	Int 13+
	Expertise
	Dodge
	Mobility
	Base attack bonus +4
	Spring Attack
Knock-Down	Int 13+
	Expertise
	Str 15+
	Improved Trip
Defensive Strike	Int 13+
	Expertise
	Dex 13+
	Dodge
Extra Familiar	**—**

Extra Music	**Bardic Music Ability**
Extra Slot	**Spellcaster Level 3rd+**
Extra Spell	**Spellcaster Level 3rd+**
Eyes in the back of your Head	**Base attack bonus +3**
	Wis 17+
Favored Enemy Strike	**Favored Enemy**
Favored Enemy Critical Strike	**Favored Enemy**
Foe Hunter	**—**
Forced Swiftness	**Str 13+**
Forester	**—**
Ghostsight	***Special (see description)***
Green Ear	**Bard Music Ability**
	10+ Ranks in Perform
Great Fortitude	**—**
Hamstring	**Base attack bonus +4**
	Sneak Attack Ability
Haunted	***Special (see description)***
Horse Nomad	**—**
Improved Counterspell	**—**
Reactive Counterspell	Improved Counterspell
Improved Critical*	**Proficient with weapon**
	Base attack bonus +8
Improved Familiar	**Abilitie to Acquire**
	Compatible Alignment
Improved Initiative	**—**
Death Blow	Improved Initiative
	Base attack bonus +2
Improved Unarmed Strike	**—**
Circle Kick	Dex 15+
	Improved Unarmed Strike
	Base attack bonus +3
Deflect Arrows	Dex 13+
	Improved Unarmed Strike
Grappling Block	Improved Unarmed Strike
	Deflect Arrows
	Int 13+
	Expertise
	Improved Disarm
	Combat Reflexes
Feign Weakness	Base attack bonus +2
	Improved Unarmed Strike
Fists of Iron	Base attack bonus +2
	Improved Unarmed Strike
Improved Grapple	Improved Unarmed Strike
Earth's Embrace	Improved Unarmed Strike
	Improved Grapple
Fists of Iron	Base attack +2
	Improved Unarmed Strike
	Str 15+
Stunning Fist	Dex 13+
	Improved Unarmed Strike
	Wis 13+
	Base attack bonus +8
Choke Hold	Improved Unarmed Strike
	Improved Grapple
	Stunning Fist
Pain Touch	Dex 13+
	Improved Unarmed Strike
	Stunning Fist
	Wis 19+
	Base attack bonus +8
Snatch Arrows	Improved Unarmed Strike
	Deflect Arrows
	Dex 15+
	Base attack bonus +3

Unbalancing Strike	Improved Unarmed Strike
	Stunning Fist
	Wis 15+
Defensive Throw	Dex 13+
	Improved Unarmed Strike
	Dodge
	Improved Trip
	Combat Reflexes
Falling Star Strike	Improved Unarmed Strike
	Base attack bonus +4
	Stunning Fist
	Wis 17+
Freezing the Lifeblood	Improved Unarmed Strike
	Base attack bonus +5
	Stunning Fist
	Wis 17+
Innate Spell	**Quicken Spell**
	Silent Spell
	Still Spell
Iron Will	**—**
Jack of All Trades	**Character Level 8th+**
Jaded	**—**
Ki Shout	**Base attack bonus +1**
	Cha 13+
Great Ki Shout	Ki Shout
	Base attack bonus +9
	Cha 13+
Leadership	**Character Level 6th+**
Lightning Fists	**Monk Level 4th+**
	Des 15+
Lightning Reflexes	**—**
Prone Attack	Lightning Reflexes
	Dex 15+
	Base attack bonus +2
Lingering Song	**Bard Music Ability**
Luck of Heroes	**—**
Lunatic	**Chaotic Alignments**
Magical Artisan	**Any Item Creation Feat**
Magical Talent	**—**
Magical Training	**Int 10+**
Mantis Leap	**Monk Level 7th+**
	5 ranks in Jump
Martial Weapon Proficiency*	**—**
Mercantile Background	**—**
Militia	**—**
Mind Over Body	**—**
Monkey Grip	**Base attack bonus +3**
	Weapon Focus
	Str 13+
Mounted Combat	**Ride Skill**
Mounted Archery	Ride Skill
	Mounted Combat
Trample	Ride Skill
	Mounted Combat
Ride-By Attack	Ride Skill
	Mounted Combat
Spirited Charge	Ride Skill
	Mounted Combat
	Ride-By Attack
Multicultural	**Speak Language**
Nimble Fingers	**—**
Obscure Lore	**Bard Knowledge Ability**
Open Mind	**—**
Outdoorsman	**—**
Persuasive	**—**
Phalanx Fighting	**—**
Point Blank Shot	**—**
Far Shot	Point Blank Shot
Precise Shot	Point Blank Shot
Rapid Shot	Poit Blank Shot
	Dex 13+
Improved Rapid Shot	Point Blank Shot
	Dex 13+
	Rapid Shot
	Base attack bonus +2
Shot on the Run	Point Blank Shot
	Dex 13+
	Dodge
	Mobility
Sharp Shooting	Point Blank Shot
	Dex 13+
	Rapid Shot
	Base attack bonus +3
Power Attack	**Str 13+**
Cleave	Str 13+
	Power Attack
Improved Bull Rush	Str 13+
	Power Ataack
Sunder	Str 13+
	Power Attack
Great Cleave	Str 13+
	Power Attack
	Cleave
	Base attack bonus +4
Eagle Claw Attack	Power Attack
	Sunder
	Improved Unarmed Strike
	Dex 15+
	Base attack bonus +2
Improved Overrun	Str 13+
	Power Attack
	Improved Bull Rush
	Expertise
	Improved Trip
Flying Kick	Str 13+
	Power Attack
	Improved Unarmed Strike
	4 Ranks in Jump
Improved Shield Bash	Power Attack
Improved Sunder	Str 13+
	Power Attack
	Sunder
	Base attack bonus +2
Power Lunge	Power Attack
	Base attack bonus +3
Reckless Offensive	Power Attack
	Base Attack Bonus +2
Roundabout Kick	Str 15+
	Power Attack
	Improved Unarmed Strike
Shield Charge	Power Attack
	Improved Shield Bash
Pyro	**—**
Quick Draw	**Base attack bonus +1**
Flick of the Wrist	Quick Draw
	Dex 17+
	Base attack bonus +1
Quicker than Eye	**Dex 19+**
Rapid Reload	**Base attack bonus +2**
	Proficient with crossbow
Ranged Expertise	**Int 13+**
Redhead	**Wis 11+**

Requiem	**Bardic Music Ability** **12+ Ranks in Perform**
Resist Poison	—
Reincarnated	—
Run	—
Fleet of Foot	Run Dex 15+
Saddleback	—
Shadow	—
Shadow Weave Magic	**Wis 13+ or** **patron deity Shar**
Shield Proficience	—
Shield Expert	Shield Proficience Base attack bonus +3
Signature Spell	**Spell Mastery**
Silver Palm	—
Simple Weapon Proficiency	—
Skill Focus*	—
Smooth Talk	—
Snake Blood	—
Spell Specialization	**Weapon Focus** **Spellcaster Level 4th+**
Spell Focus*	—
Arcane Defense	Spell Focus
Greater Spell Focus	Spell Focus
Spell Girding	***Special (see description)***
Spell Penetration	—
Greater Spell Penetration	Spell Penetration
Spell Thematics	***Special (see description)***
Spellcasting Prodigy	—
Spellfire Wielder	—
Stealthy	—
Street Smart	—
Strong Soul	—
Subsonics	**Bardic Music Ability** **10+ Ranks in Perform**
Survivor	—
Throw Anything	**Base attack bonus +2** **Dex 15+**
Thug	—
Thunder Twin	—
Token Familiar	—
Toughness**	—
Remain Conscious	Toughness Endurance Iron Will Base attack bonus +2
Track	—
Treetopper	—
Trustworth	—
Allure	Trustworth Persuasive
Two Weapon Fighting	—
Improved Two Weapon Fighting	Two Weapon Fighting Ambidextry Base attack bonus +9
Off-Hand Parry	Two Weapon Fighting Ambidextry Base attack bonus +3 Dex 13+ Proficience with Weapon
Pin Shield	Two Weapon Fighting Base attack bonus +4
Twin Sword Style	Two-Weapon Fighting
Undead Familiar	—
Voice of Wraith	—
Weapon Finesse*	**Proficient with weapon** **Base attack bonus +1**
Weapon Focus*	**Proficient with weapon** **Base attack bonus +1**
Zen Archery	**Base attack bonus +3** **Wis 13+**

ITEM CREATION FEATS — PREREQUISITE

Attune Gem	**Int 13+** **Craft Gemcutting** **Spellcaster level 3rd+**
Brew Potion	**Spellcaster level 3rd+**
Craft Crystal Capacitor	**Manifester level 9th+**
Craft Crystal Weapon	**Spellcaster level 7th+** **Craft Magic Arms and Amor** **Craft (Weaponsmithing)**
Craft Dorje	**Manifester level 5th+**
Craft Drilbu	**Manifester level 5th+**
Craft Magic Arms & Armor	**Spellcaster level 5th+**
Craft Psionic Arms & Armor	**Manifester level 5th+**
Craft Rod	**Spellcaster level 9th+**
Craft Staff	**Spellcaster level 12th+**
Craft Talisman	**Int 13+** **Appropriate Craft skill** **Spellcaster 1st+**
Craft Universal Item	**Manifester level 3rd+**
Craft Wand	**Spellcaster level 5th+**
Craft Wondrous Item	**Spellcaster level 3rd+**
Create Portal	Craft Wondrous Item
Encode Stone	**Manifester level 1st+**
Etch Object Rune	**Spellcaster level 5th+**
Forge Ring	**Spellcaster level 12th+**
Inscribe Rune	**Int 13+** **Appropriate Craft skill** **Divine Spellcaster 3rd+**
Manufacture Magic Poison	**Spellcaster level 5th+**
Scribe Scroll	**Spellcaster level 1st+**
Scribe Tatoo	**Manifester level 3rd+**
Tatoo Magic	**Craft (Calligraphy) or** **Craft (Painting)** **Spellcaster level 3rd+**

METAMAGIC FEATS — PREREQUISITE

Disguise Spell	**Bardic Music Ability** **12+ Ranks in Perform**
Empower Spell	—
Enlarge Spell	—
Extend Spell	—
Persistent Spell	Extend Spell
Heighten Spell	—
Insidious Magic	**Shadow Weave Magic**
Maximize Spell	—
Pernicious Magic	**Shadow Weave Magic**
Quicken Spell	—
Reach Spell	—
Sacred Spell	—
Silent Spell	—
Still Spell	—
Chain Spell	Any Other Metamagic Feat
Cooperative Spell	Any Other Metamagic Feat
Delay Spell	Any Other Metamagic Feat
Energy Substitution	Any Other Metamagic Feat 5 Ranks in Know. Arcana

Energy Admixture	Any Other Metamagic Feat Energy Subtitution 5 Ranks in Know. Arcana
Eschew Materials	Any Other Metamagic Feat
Repeat Spell	Any Other Metamagic Feat
Sanctum Spell	Any Other Metamagic Feat
Sculpt Spell	Any Other Metamagic Feat
Split Ray	Any Other Metamagic Feat
Subdual Substitution	Any Other Metamagic Feat 5 Ranks in Know. Arcana
Twin Spell	Any Other Metamagic Feat
Widen Spell	Any Other Metamagic Feat
Tenacious Magic	**Shadow Weave Magic**

METAPSIONIC FEATS — PREREQUISITE

Enlarge Power	**—**
Extend Power	**—**
Persistent Power	Extend Power
Heighten Power	**—**
Hide Power	**—**
Master Dorje	**—**
Maximize Power	**—**
Metacreative	**Any Item Creation Feat**
Quicken Power	**—**

MONSTROUS FEATS — PREREQUISITE

Large and In Charge	**Reach (large size or larger)** **Str 17+**
Flyby Attack	**Fly speed**
Multiattack	**Three ou + natural weapons**
Multitasking	Multiattack Two Weapon Fighting Improved Weapon Fighting Dex 15+ Int 13+
Multidexterity	**Dex 15+** **Three or more arms**
Multiweapon Fighting	**Three or more hands**

PSIONIC FEATS — PREREQUISITE

Combat Manifestation	**—**
Delay Power	**—**
Great Sunder	**Power Attack** **Sunder** **Str 13+** **Reserve Power Points 5+**
Improved Psicrystal	**—**
Inertial Armor	**Reserve Power Points 1+**
Inner Strenght	**—**
Mental Adversary	**Cha 13+**
Dissarm Mind	Cha 13+ Mental Adversarry
Mental Leap	**Str 13+** **6+ ranks in Jump** **Reserve Power Points 3+**
Power Penetration	**—**
Greater Power Penetration	Power Penetration
Psionic Body	**—**
Psionic Dodge	**Dex 13+** **Dodge** **Reserve Power Points 5+**
Psionic Fist	**Str 13+**
Power Touch	Str 13+ Psionic Fist
Unavoidable Strike	Str 13+ Psionic Fist Base attack bonus +3
Psionic Focus	**—**
Greater Psionic Focus	Psionic Focus
Psionic Shot	**Dex 13+** **Point Blank Shot**
Fell Shot	Dex 13+ Point Blank Shot Psionic Shot Base attack bonus +3
Return Shot	Dex 13+ Point Blank Shot Psionic Shot Reserve Power Points 5+
Psionic Weapon	**Str 13+** **Power Attack**
Deep Impact	Str 13+ Power Attack Psionic Weapon Base attack bonus +3
Psychic Bastion	**—**
Mind Trap	Psychic Bastion
Psychoanalyst	**Cha 13+**
Psychic Inquisitor	Cha 13+ Psychoanalyst
Rapid Metabolism	**—**
Psionic Metabolism	Rapid Metabolism Con 13+
Speed of Thought	**Wis 13+** **Reserve Power Points 1+**
Psionic Charge	Wis 13+ Reserve Power Points 3+ Speed of Thought
Up the Walls	Wis 13+ Speed of Thought Psionic Charge Reserve Power Points 5+
Stand Still	**Str 13+** **Reserve Power Points 1+**
Talented	**—**
Body Fuel	Talented Inner Strength
Trigger Power	Talented Inner Strength Reserve Power Points (text)
Twin Power	**—**

SPECIAL FEATS† — PREREQUISITE

Extra Smiting	**Class Level 4+** **Smite hability**
Extra Turning**	**Cleric or Paladin**
Empower Turning	Extra Turning Cha 13+
Heighten Turning	Extra Turning Cha 13+
Quicken Turning	Extra Turning Cha 13+
Spell Mastery*	**Wizard**
Weapon Specialization*	**Fighter leve 4th+**
Tatoo Focus	**Specialized School of Magic**

* You can gain this feat multiple times. Its effects do not stack. Each time you take this feat. its applies to a

new weapon. skill, school of magic, or selection of spells.

** You can gain thein feat multiple times. Its effects stack.

† Special feats are described in the class descriptions for the class that can select them in Player's Handbook, Chapter 4: Classes.

FIGHTER BONUS FEATS

Ambidexterity
Blind-Fight
Blindsight, 5-foot Radius
Circle Kick
Cleave
Close-Quarters Fighting
Combat Reflexes
Death Blow
Deflect Arrows
Dirty Fighting
Dodge
Dual Strike
Eagle Claw Attack
Exotic Weapon Proficiency*
Expert Tactician
Expertise
Extra Stunning Attack
Eyes in the Back of Your Head
Far Shot
Feign Weakness
Fists of Iron
Great Cleave
Hold the Line
Horse Nomad
Improved Bull Rush
Improved Critical*
Improved Disarm
Improved Initiative
Improved Overun
Improved Sunder
Improved Trip
Improved Two-Weapon Fighting
Improved Unarmed Strike
Knock-Down
Mobility
Monkey Grip
Mounted Archery
Mounted Combat
Off-Hand Parry
Pain Touch
Phalanx Fighting
Pin Shield
Point Blank Shot
Power Attack
Power Lunge
Precise Shot
Prone Attack
Quick Draw
Rapid Reload
Rapid Shot
Remain Conscious
Ride-By Attack
Saddleback
Sharp-Shooting
Shield Expert
Shot on the Run
Snatch Arrow
Spirited Charge
Spring Attack
Stunning Fist
Sunder
Throw Anything
Trample
Twin Sword Style
Two-Weapon Fighting
Weapon Finesse*
Weapon Focus*
Weapon Specialization*
Whirlwind Attack
Zen Archery

Some of the bonus feats available to a fighter cannot be acquired until the fighter has gained one or more prerequisite feats.

A fighter can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time.

Dungeons & Dragons - Tome of Feats

This document contains parts from following Dungeons & Dragons Third Edition books:

Wizards of The Coast
Defenders of Faith - ISBN 0-7869-1840-3
Dungon Master Guide - ISBN 0-7869-1551-X
Feats Enemies and Allies - ISBN 0-7869-1852-7
Forgotten Realms - ISBN 0-7869-1836-5
Lord of Darkness - ISBN 0-7869-1989-2
Orienal Adventures - ISBN 0-7869-2015-7
Psionics Handbook - ISBN 0-7869-1835-7
Players Handbook - ISBN 0-7869-1550-1
Magic of Ferûn - ISBN 0-7869-1864-7
Monster's Manual - ISBN 0-7869-1552-8
Song and Silence - ISBN 0-7869-1857-8
Sword & Fist - ISBN 0-7869-1829-2
Tome and Blood - ISBN 0-7869-1845-4

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